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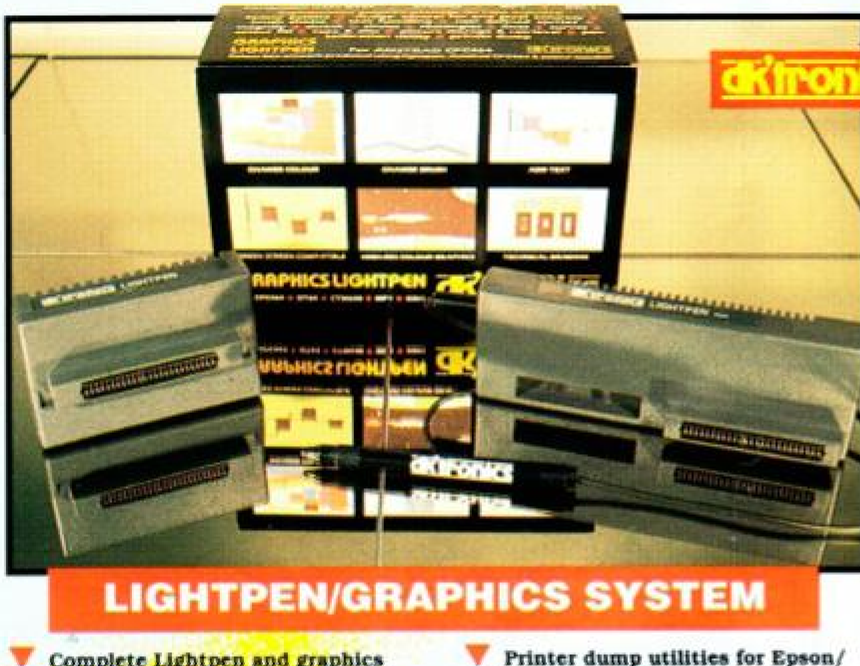
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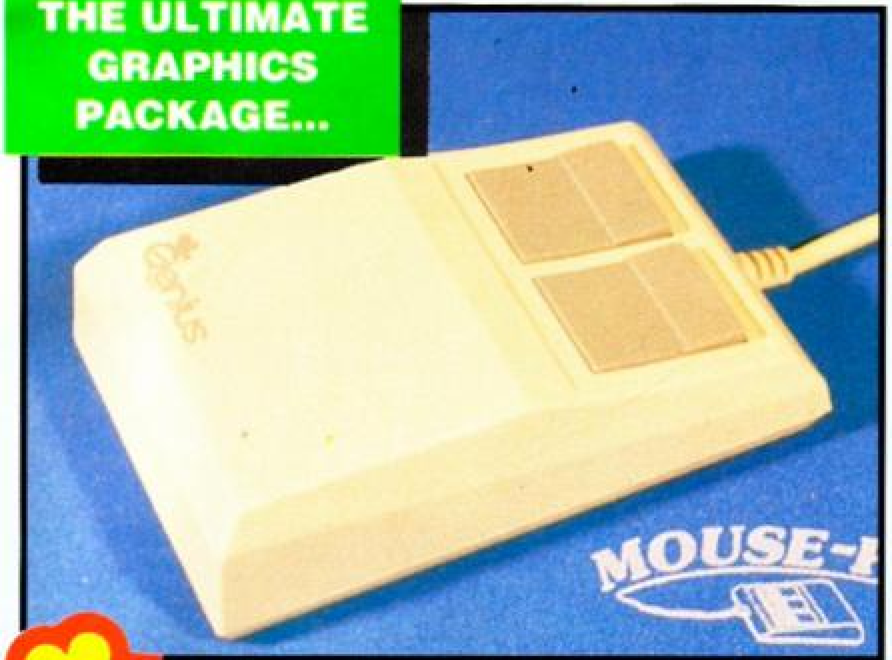
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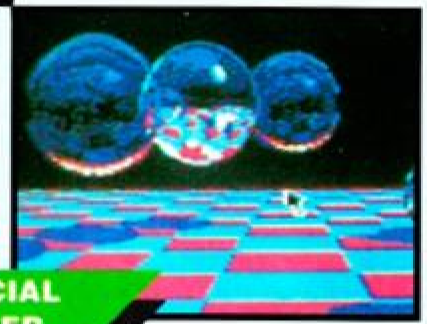
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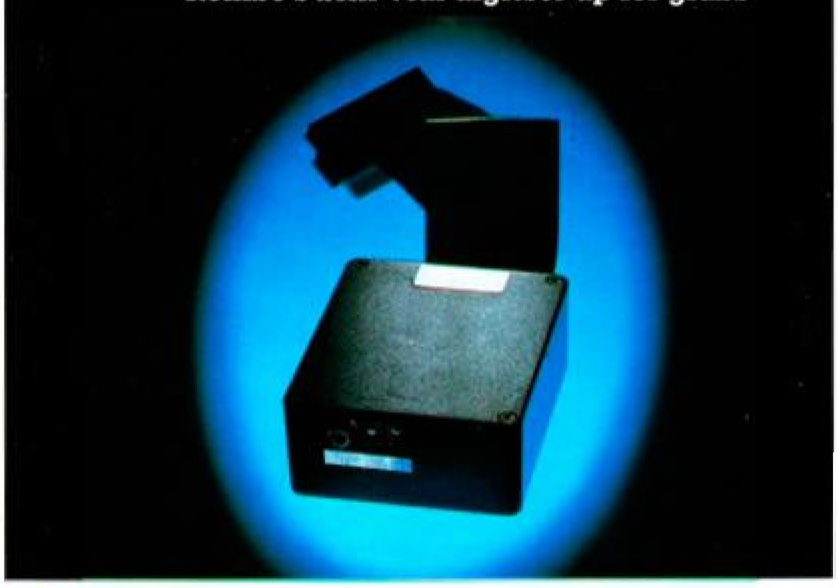
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AMSTRAD ACTION ● AUGUST 1990









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Sorry 'n' all that, but we're so busy putting your favourite CPC magazine together, we just don't have time to take all those calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though – 'course not! Just send a letter to *Cheat Mode, Type-Ins, Forum, Reaction* etc and we'll do our darndest to sort you out...

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ABC

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35,064
July – December 1989





A new dimension

Could it really take six years for professional programmers to get to grips with the full potential of a machine? As far as 3D graphics are concerned, it certainly looks like it. It took *Driller*, back in *AA26* to show the world than an 8-bit micro could handle a 3D world you could actually walk around in but now, nearly three years on, *Driller* is old hat. *Hard Drivin'* and *Castle Master* impressed us recently, but this month there are no fewer than three genuine 3D games that, just a couple of years ago, the experts would have said couldn't be done. Activision's *Fighter Bomber* moves fast enough to be running on a high-powered PC, Microprose's *Stunt Car Racer* beats *Hard Drivin'* for speed hands down and although *International Tennis* looks quirky with its plain vector graphics it is the world's first genuine 3D tennis sim. Not bad on a six-year-old 8-bit, eh?

Rod







Amscene

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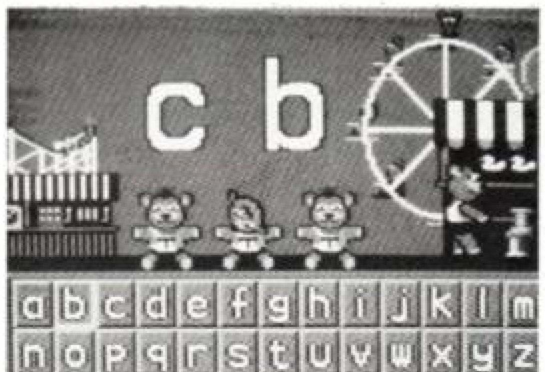
FUN SCHOOL 3 CONTINUES EDUCATIONAL BOOM

Fun School 2 – the educational program that took everyone by surprise by rocketing to the top of the software games charts – is back.

At the last count, *Fun School 2* had sold more than 150,000 copies across all formats – 30,000 of which were on the CPC – easily making it the most succesful educational package so far. Database has high hopes that *FS3* will break the records set by its predecessor.

National Curriculum

Fun School 3 is the follow-up to the best-selling program, and it promises to be even better – with graphics to rival those in top computer games. Graphics aren't the only area where improvements have been made, though. *FS3* has been developed – in conjunction with leading educationalist – in line with the National Curriculum. Age ranges have been adjusted accordingly. There will still be three packages, but this time they're aimed at different age groups: under-fives, five to seven, and the over-sevens.



● **Three different packages will be aimed at the under-fives, fives-to-sevens and over-sevens.**



● ***Fun School 3*'s bright, colourful graphics should appeal directly to young children.**

The software is designed to encourage development of a range of learning abilities. Each package includes several different sections, concentrating on numeracy, comprehension and word skills. Children will be allowed to learn at their own pace, and at the same time improve their computer literacy.

The characters that kids became so familiar with are here too. The teddies, frogs and robots are all featured as a guide through the six programs in each package.

Promotional support

The box will include more than just the software. Promotional 'freebies' like badges will be in there, too.

Most interesting of all, though, is a competition entry card. Purchasers of the program are invited to come up with ideas for a future educational release – unsuprisingly to be called *Fun School 4*. As well as the winner's design appearing in the package, a £300 prize is up for grabs. In addition, royalties will be paid on all copies of the program sold.

Database has plenty of ideas of its own for the forthcoming *FS4*, but at the moment is concentrating its efforts on *3*, to make sure it's finished in time for release. The under-fives version is already complete, and *AA* is hoping to bring you an exclusive preview soon. Work on the other two versions is well under way.

The CPC version of *Fun School 3* is expected to be on sale from the beginning of September. Price will be £12.99 on cassette, and £16.99 for the disk version.

You can find out more from **Database Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP**. Tel: 0625 859333.

NEXT MONTH

Don't miss the September issue of *Amstrad Action*, because we will have news of a major launch. We can't tell you any more now, except that it's BIG...!

Charity begins at Hull

The Compute for Charity show held in Hull over 30th June/1st July has been hailed as a success by the organisers. Three and a half thousand people turned up for the event, which aimed to raise as much cash for charity as possible. A total of £10,000 was raised over the two day show. The money is to be divided between a local charity, Kingston Special Needs Scout Group, and the nationwide Children in Need appeal.

Visitors expecting to see all the latest in computer technology would have been disapointed, though. The primary motive of the show was selling software – and plenty of that went on. Only four games software houses actually took stands at the show – Ocean, Gremlin, Domark and Virgin – but many others chipped in by sending software for the organisers to sell at knock-down prices.

In addition to the sale of software, the show boasted a science fiction convention – with best-selling authour Terry Pratchett in attendance. Fans of the *Hitchhikers Guide to the Galaxy* were catered for, too. The Guide was there itself, and you could request information about... well, life, the universe and everything.

A presentation at the end of the show awarded three computer systems – an ST and two Amigas (boo) – to special needs groups, including the Kingston Scout Group.

Plans were also announced to take the show on the road. A coach will tour the length and breadth of the country, visiting all major towns and cities. The aim, once again, is to raise money for needy causes.

If you want to know more you should talk to Andrew Whittaker, the man behind Compute for Charity, on 0482 564431.

STOP PRESS!

Thanks to a horrible typographical bung-up, the pokes in *Cheat Mode* for *Castle Master* and *Airborne Ranger* are complete gibberish (well, sort of). See *Aafterthought* for the full, ghastly story. Aaaarrrggh! Now where's my revolver...?

DISNEY COMING YOUR WAY

French Software house Titus has signed up a deal with the Walt Disney Company to launch a brand new computer label.

Disney Software will produce games based on characters from the famous cartoons, as well as Disney films. The company's first release, due to hit the streets in October, is *Dick Tracy*. The game will feature scenes from the forthcoming movie, which stars, incidentally, the slightly un-Disney-like Madonna...

It's not just games titles in the offing, though. The company intends to concentrate heavily on educational software, too. Characters like Mickey Mouse, Donald Duck and Goofy will appear in the early learning programs. This educational software should be in the shops by September. Prices are not yet known, so stay tuned.

Meanwhile, Titus is also working on a "revolutionary new games idea" called the *Action Concept*. The principle is that of a "totally new and unique computer language" featuring full-screen isometric 3D graphics and characters apparently equipped with their own attributs and personalities.



Users will initially purchase a system disk which contains the special programming language data, and from then on you can buy the accompanying data disks which contain the games themselves.

First off the production line is a game called *Commando War* which is a one or two-player jungle-bound tactical battle.

AA will bring you the full review, of course, as soon as we get our copy.

Megatip Gamesline

Hotshot Entertainment has launched a new service that enables you to phone up a Megatip Gamesline and find out about about the hot secrets of the latest games. Yes, it's one of those 0898 numbers – good news for BT but bad news for your bank balance. *Amstrad Action* tapped in the number to come up with a verdict...

The service can be useful as tips are given in good detail, but the games pass one by one and so the problem is the call could cost you from 25p right up to... well it doesn't bear thinking about. It depends on how far into the call the game you want is. Calls cost 25p per minute cheap rate and 38p at other times.

If you want to give it a try then the number is 0898 299388.



Heroic Domark



Domark has been busy. But not as busy as anyone who buys its latest compilation, *Heroes*, is going to be. Timed to lure gamesplayers in off the sun-drenched beaches of the UK (*you must be joking!*) this summer, the four-game compilation consists of classics *Licence to Kill*, *Barbarian II*, *The Running Man* and *Star Wars*.

Prices will be £14.99 on cassette, £19.99 on disk, and *Heroes* should be available from the end of July.

Two in One will go

Another CPC-to-PC-to-CPC program has been re-released. The program, *2 in 1*, was developed by Moonstone computing, the firm behind the *Multi File Utility* reviewed last month. While *MFU* was primarily a program to interchange files between different CP/M machines – with PC transfer as one of the minor options – *2 in 1* is a dedicated PC-to-CPC transfer utility.

The program is said to offer far greater flexiblity when it comes to dealing with PC disks. Instead of just reading and writing to MSDOS disks, the package can format them as well. A unique feature of the software is the ability to create double format disks. These can be used both by the PC and CPC, allowing data transfer in the time it takes to load a file.

The program has been marketed by Moonstone in the past, but the company has now passed on distribution to CPC specialist Microstyle. *AA* is hoping to have a review for you in a forthcoming issue. The program should be on sale at £24.95 by the time you read this.

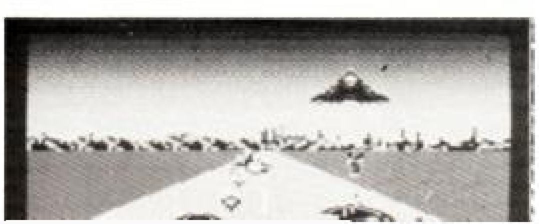
Contact Microstyle at 212 Dudley Hill Road, Bradford, West Yorkshire BD2 3DF. Tel: 0274 636652.

Fire and... oh, er, um... Forget II

Fans of Titus's *Fire and Forget* will be thrilled to learn that *Fire and Forget II* is nearing completion.

You drive/fly a powerful combat vehicle along a twisting road attacking 60 different enemies, all part of one huge convoy of terrorists. Along the way you can pick up extra weapons, ammunition and fuel, and you'll need all three if you're to reach the head of the convoy and the ultimate confrontation with its leading vehicle.

Fire and Forget II will feature fast 3D action, 15 different tunes and bonus levels. Look out for it!



Bond is back!

Domark is on the licence trail again with yet another Bond-based release. The latest epic features all your fave characters from the 1977 (*gosh, I was only 11, ahem – ed*) film *The Spy Who Loved Me*.

In the game you're thrown straight in at the deep end. Arch-villain Karl Stromberg has captured two nuclear submarines and plans to nuke New York and Moscow, the devil.



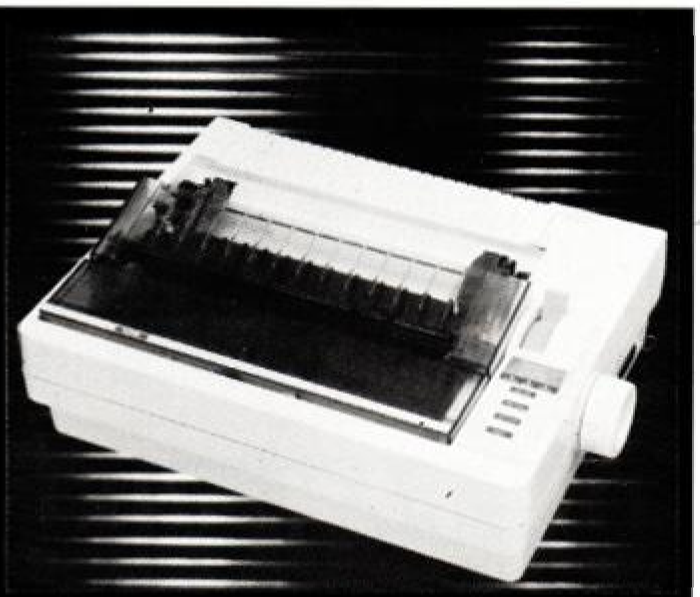
You're not on your own, however. Beautiful Russian spy Anya Amasova is on your side, and between you you have to defeat the evil Stromberg, helped by Q's specially-modified amphibious Lotus Esprit.

Can you save the civilised world (and Hull) from nuclear disaster? Only time will tell.

124D PRINTER FROM CITIZEN EUROPE

Citizen Europe is set to release a new entry-level 24-pin 124D printer in August which aims to offer educational, home and small business users superb value for money. The retail price of the new model is expected to be below £290 + VAT.

The 124D is aimed primarily at users who are seeking 24-pin quality at an excellent price, users who want to upgrade from 9-pin to 24-pin quality without paying a prohibitive cost, and first-time buyers who want quality output straight away.



● The new Citizen 124D: budget 24-pin printing.

Ink again

Fed up of buying expensive printer ribbons all the time? Disappointed with the messy, uneven ink-spreading that home re-inking results in? A product called the Themis Re-inker could be the answer. Ink is poured in through a duct, and the ribbon is coated with an even film automatically.

The drawback? The re-inker costs £149 plus the dreaded VAT. You'd need to buy 30 ribbons at a fiver each before the Thermis became a viable alternative. For this reason, VACT Office Services, the company which market the device, is aiming it at high-volume users such as businesses and computer clubs. VACT does offer a re-inking service of its own, however, with prices starting from £1.50 plus VAT. Contact **VACT Office Services Ltd, Unit 14, Boulevard Industrial Estate, Hull HU3 4AY**. Tel: 0482 210440.

Amstrad goes spare

Amstrad is striving to improve its customer support with the opening of a new spare parts centre in Staffordshire. It will mean that dealers requesting parts for Amstrad products will be offered a quicker, more efficient service.

In the past, spares have been distributed from the company's Harlow site. The move coincides with the incorporation of a number of new systems into the operation – including 24-hour delivery of spares anywhere in the country.

Barry Young, Amstrad UK's managing director, explains the changes: "Until now, we have reacted to orders, and often found ourselves without sufficient stock. With the new systems in place, we will quickly become the most efficient and disciplined in the business."

The benifit to dealers should filter through to the end user. Instead of sometimes waiting for weeks on end for repairs to be made, the speedy service will allow dealers to make short work of any computers to be fixed. The traditional excuse, "Well, we've got to wait for the plastic gromets from Taiwan to come in" will no longer be valid!

SIRENS BLARING

Siren Software has a whole batch of goodies that should keep your CPC happy throughout the cold, dark, summer.

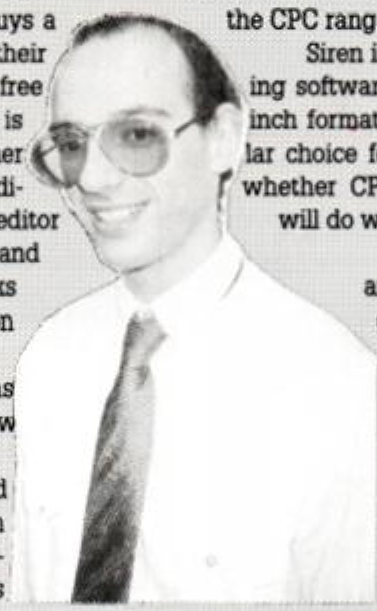
For starters, everyone who buys a 3.5-inch second drive for their machine will also recieve a free RAMdisk program. The RAMdisk is accompanied by a selection of other disk utilities including a sector editor, fast formatter and directory editor that allows both standard and Ramdos/Romdos formatted disks to be tinkered with. The collection usually sells for £14.99.

Siren's *PC-Trans* program – as reviewed last month – is now available. Price is £24.99.

The company has also secured a number of Amstrad 3-inch drives at a bargain price. The DD-1, which consists of the drive plus an interface to allow 464 owners to upgrade to a disk system, is available for £79.99. The DD-1, suitable as a second drive for any of the CPC range, is going for £74.99.

Siren is also shortly to start releasing software on 3.5-inch disk. The 3.5-inch format is becoming an ever-popular choice for a second CPC drive, but whether CPC software on that format will do well remains to be seen.

If you're interested in any of these products then give Siren a bell. The number is 061 228 1831.



● Simon Cobb of Siren Software: a whole host of goodies for CPC owners on the way.

Sugar's success story

Alan Sugar is well known as the brains behind Amstrad, the success story of the 1980's. Well, published to coincide with the 10th anniversary of the flotation of Amstrad, is a piece of literature that's sure to interest many readers. Called *Alan Sugar – The Amstrad Story*, it sets out to describe the man's meteoric rise from humble beginnings to his position as one of this country's top entrepreneurs.

From selling car aerials when he was 19, Sugar has made his way up the business ladder to become one of the richest men in the country. His personal philosophy of "aggression, energy, realism and instinct", combined with a flair for design, marketing and packaging, have made him one of Britain's most innovative and pioneering businessmen.

The book includes an outline of Sugar's keys to success and how he brought technology out of the lab and into the home. Extensive interviews with the key people in the company and insights into Sugar's business secrets make up just a fraction of a book which should be essential reading for any Amstradophile.

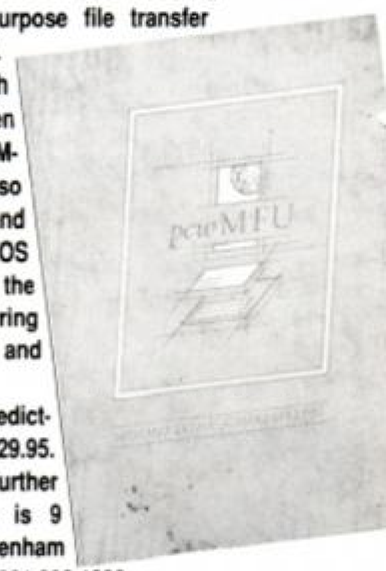


MFU goes WACCI

As reported in last month's *AA* (see the *PC Plus* article), *WACCI* has secured the distribution rights of Moonstone's general purpose file transfer program *Multi File Utility*.

The program, which transfers files between different types of CP/M-based machines, is also capable of reading and writing files onto MSDOS disks. It was picked as the best utility for transferring data between the CPC and PC in our review.

The program, as predicted, will retail at £29.95. Contact *WACCI* for further details – the address is 9 South Close, Twickenham Middlesex TW2 5JE. Tel: 081 898 1090.



Reaction

Want to put the world right? This is the place to do it...

Credit where it's due!

I am a 13 year old boy who is thoroughly upset. Why? you may ask. Well I have recently purchased a copy of *X-Out*. After a week of hard playing I finally completed it. To my disappointment, all it said (in very small insignificant letters at the bottom of the screen) was, "Well done you have defeated the Alien intruders", or words to that effect.

This, I thought, was a total anti-climax. OK, it's the gameplay that matters, but at the end of many long hours playing time you expect something decent.

I would, and I'm sure lots of other people would get more satisfaction and pleasure from completing a game if at the end there was a screen message of congratulations and/or a full screen of graphical display.

For the fifteen quid I paid, I thought a little more than a one-sentence conclusion is called for.

Michael Brown.
Leeds

Mark Hill: Final screens are quite often a disappointment, and I'm sure your views are shared by many others. So here's a message to the software houses – we don't expect a holiday in the Bahamas, or a Rolls Royce, or even a one year subscription to AA! All we want is a decent graphical sequence that would do justice to those who've worked their way through the game wait. Right?

Where is Laser Squad II?

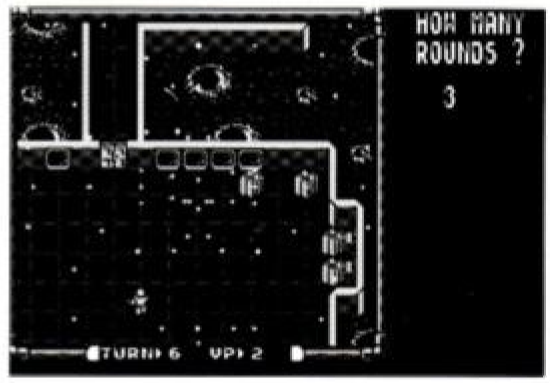
I have been reading your magazine for almost two years now, and have been unable to fault it in any way, shape or form, until now.

After purchasing the excellent *Laser Squad* I was happy to hear that Target Games were to bring out another expansion kit, this being *Expansion Kit II*. You reviewed it in the June edition of *AA*, but I am still unable to pick up a copy from any outlet of computer games that I know of.

My question is this, why do you not print along with the review an expected release date for that particular game, so that we will know roughly when the game is going to be released?

Neil Davies
Shrewsbury

AA: The expansion kit isn't in the shops – Target is only selling it direct. Price is £4 for the cassette version, £6 for disk (P & P inclusive). Order from: ***Target Games Ltd, 19 The Rows, The High, Harlow, Essex CM20 1BZ.***



● ***Laser Squad Expansion Kit II*** **can be order from Target Games at the above address.**

Mr Angry



Yes, there is something I want to get of my chest!

Some games and software houses really pee me off. Take *Bubble Bobble*, for example. Do I take it there's more than one version of the game doing the rounds? I got mine from the Home Computer Club (Birrova rip-off, 'cos what you save on software is put back on with post and packing costs), and there's only 80 levels.

The infinite lives poke listed in *AA35* has allowed me to complete the game – the end result is hardly spectacular, though! A poxy little message with some bull about having found the true meaning of life, love and happiness! Sorry if I've spoilt it for anyone, but come on! I was at least expecting some sort of graphic routine!

Then, in *AA41*, a password for levels 80+ has been sent in! Was I or was I not ripped off?

Followers of the Balrog will be aware of the bug in *Rigel's Revenge*. I sent my buggered copy back to Mastertronic for a replacement, with a note explaining the fault. I received a prompt reply. Eagerly, I completed Part One, only to find to my annoyance that Part Two was still unplayable, thanks to the same bug! (See my letter in *AA35*). If they can't even be bothered to check faulty tapes, then they can't be much of an outfit! Mastertronic, get your act together!

I sent off for *Dungeons, Amethysts, Alchemists* etc and Sandra Sharkeys's *GAC* game *Shymer*, in time for Christmas '88. Within a week I had a copy of *DAA*, and I've heard zilch from Mrs. Sharkey to this day!

Another thing that makes me ooh-ever-so-cross is what I call the cinema factor. If you wait long enough, a box office smash will almost certainly be out on video. It's the same with computer games – a full-price game is bound to come out on a budget label sooner or later. I recently picked up *Barbarian*, *Paperboy*, and *Andy Capp*, all for under three quid.

A few quick queries now. Although it's been out for some time, I recently bought Codemasters' *Super Hero*. Towards the end of loading, the screen corrupts, but the game still loads OK. Is this supposed to happen, 'cos my azimuth dosen't need adjusting.

How are game logos reproduced for *Cheat Mode*? Does Ollie have to mutilate countless cassette inlays?

Finally, what are the *AA* team's fave selections for group names on *Rockstar Ate my Hamster*?

Andrew MacDonald
Eccleshall, Staffs

AA: Gordon Bennet! A quick poll of the Future Publishing offices has revealed that no-one has any recollection whatsoever of what that Bubble Bobble *poke in AA41 did. Not really surprising, as we have had a complete change of staff since then...*

Secondly, I would hardly call charging for postage and packing a "rip off". I'd be inclined to call it perfectly standard practice myself.

As far as Rigel's Revenge *is concerned, I would have thought there would be a statue of limitations on games. HOWEVER, even though we are going back two years, maybe Mastertronic could still be persuaded to sort it out for you. Why not give them another chance? The same applies to Sandra Sharkey. Maybe your order got lost? Was your cheque cashed?*

Right, now for full-price software versus budget re-releases. Yes, you can wait a year or so and get a previously full-price game at a much lower price. But who wants to wait? CPC software gets better every year, and if you want to be continually two years out of date, it's up to you. Having said that, I do sympathise – especially if people buy a full price game only a couple of months before it hits the budget market.

Your problem with Super Hero *is a new one on us. Loading screens do ocassionally become corrupted without affecting the game, so if it still plays OK I wouldn't worry.*

Finally (phew!), yes – Ollie does mutilate dozens of games packs for each Cheat Mode*, the rotter. And our favourite group in* Rock Star *is* Ken Gummidge and the Psycopaths*.*

Nothing but praise

Recently I bought a bumper programme called TESTWISE for my 6128 on disk. If this letter, by some small chance, is printed, "ahh 'gat a message for you..."

It is the best thing I have bought since my DK'Tronics *Music Machine* (which cost a pretty penny, I can tell you). In it, there are ten maths quizzes, three general knowledge quizzes, a calculator, some great graphics and sonics programs, typing tests, a computer phone book, and a few other things, but best of all, ten brilliant mega-super games. All of that would last a lifetime and I am still trying out more on it. All of that cost me just two quid (plus a blank disk)

The sellers address is: **93 College Rise, Drogheda, Louth, Ireland**. Cor!What an great piece of stuff is old *Testwise*!

Mr No-name
County Cork

AA: Oh yeah, and County Cork's nowhere near Louth, by any chance? (Oh, it's not? Oh, er...)

What now?

Prior to my retiring last November I bought myself a CPC 6128 with a colour monitor and soon found myself placing a firm order at my local newsagent for *Amstrad Action*..

This has proved to be of immense value to me with the very informative articles and the *Type-Ins*. I have found the latter of extreme help in both familiarising myself with the keyboard and obtainng practical examples of various programming techniques.

I have since purchased a *Protext* ROM and *Rombo*, *Mini Office II* and *Advanced Art Studio* with the Genius mouse, together with some games and all the *Fun School 2* disks. (I have five grandchildren)

Whereas I don't really want to get into machine code unless you think it could interest



●Violent opinions



During a recent discussion with a friend of mine in a local pub, the subject of violence cropped up. He seemed of the opinion that a lot of blame for the level of violent crime today in society was due to the high level of violence in computer and video games.

This, in my opinion is utter nonsense. The main cause of the degeneration of our society into a state where young kids daren't go to a soccer match, whole teams of police patrol the streets on a Friday and Saturday night and women have to walk home in groups for fear of being attacked or worse comes down to LACK OF PARENTAL CONTROL. Parents today all too readily shirk their responsibility for the civilised upbringing of their children.

The kids themselves have a simple answer: "but there's nothing for us to do!" The truth is, however, that there's too much for them to do – home computers, videos, sports complexes, snooker halls, bowling alleys, cinemas, pool halls, swimming pools and now even satellite T.V. as well as a thousand and one other activities. Today's kids have lost the ability to entertain themselves. I am sick to death of hearing kids saying "I'm bored".

Now a complaint. (*So what was that then? – ed.*)Why do you run a Buyers Guide every month? Surely a bi-monthly feature or quarterly feature would suffice, leaving the three empty pages to run a new item of extend an existing one. As it stands, those three pages are a waste of space.

Back to violence again! (*Oh crikey!*) Why isn't anybody writing wargames for the Amstrad any more? It's been a long time since I've seen one in the shops, seen one reviewed or even been sent details of games on other formats, the manufacturers of which have my name on their mailing lists.

Now another complaint. It's been one of thoes days, you know! I'm getting a little tired of being ripped off by the software companies. Why should I pay £9.99 or even £14.99 for a game when all I have to do is wait six months to a year for it to be released on a budget label. I have a large collection, almost 500 games, many (in fact the majority) are Raves or Mastergames, and now they are starting to appear on budget labels. I feel cheated.

That is not to say you are going to pick up a good game every time you spend £1.99 or £2.99; usually far from it. There is some unbelievable rubbish being produced, just waiting to sucker a youngster into spending three weeks' pocket-money on it and then get a huge disappointment. Even those 'geniuses' Codemasters are guilty of it – anybody everplayed *Supertank Simulator*? Atlantis seems to delight in producing rubbish – in particular *SAS Assault* and *League Challenge*. Although fairly old, they are still abominations compared to what was being produced three years ago. The moral of this story is, cheap very often means nasty, and if it's expensive, and especially if its a Rave or Mastergame – don't buy it yet, wait a year, its bound to appear on a budget label or even a compilation, that'll way you'll save yourself a fortune!

So come on software houses, I know it makes good marketing sense to try and breath some life into an old dog and make a fast buck, but it is really ethical to sell rubbish and rip people off?

I would welcome comments from other readers – yes, even the ones who think I'm a prattling idiot and should crawl back under my stone and stop causing bother, although I rather think it will be the games producers who think this.

Tony Perkins
Bishop Auckland

AA: You're a prattling idiot. No... OK, fair's fair, you've got your own opinion. But when you list all those things that kids can do you didn't list one that was free! OK, so £2.50 may not make much difference to you or I when we want to see a film, but if you're still at school or unemployed, a simple trip to the flicks can be completely out of the question. Just see how well you can entertain yourself on a wet December evening in Hartlepool with 50p in your pocket!

Now, the Buyers Guide. *If you know everyting there is to know about the CPC already, then yes, it's a waste of space. However, we have many new readers joining us all the time, and many others who don't see every issue. This is why we still run the* Buyers Guide *every issue. Printing it once every few months would be a disaster. Will a permanent and regular source of reference like this you either run it all the time or not at all.*

Wargames? That's easy. Buy Laser Squad *– it's not a historical simulation, but it is without doubt the best tactical combat game ever written and ever likely to be written. I like it.*

Budget re-releases? Ah, you're the second to complain about those this month. I agree it's frustrating to pay full whack for a game you could have got for £2.99 six months later, but it's hardly a rip-off if software houses take the (commercially) perfectly reasonable decision to maximise their sales by re-releasing at a lower price. And although the quality of other, original budget games can be very low, the same can be said of the price. Basically, you get what you pay for in this world. Sometimes you get a bargain, sometimes you don't.

Spare a thought too for the programmers of budget games who've spend hundreds of hours slaving over code that might ever only earn them a few hundred pounds. It's a tough market out there.

And I can't believe you're worried about kids being ripped off for £2.99 when earlier on you were recommending spending that on sundry activities every night of the week just to keep them off the streets!

Pah! – words fail me. However, on the basis that there's nothing better than a damned good argument, you get this month's Star Letter prize.

me, I wondered if I should get myself a BASIC compiler, often mentioned in *AA*?

Back to the *Type-ins*: taking your good advice I always use *Type-Writer* to check my *Type-Ins* and as yet have not found any of my type-ins to be correct first time. Well along came *Master Word* in Issue 56 which looked a useful game for the family. Using *Type-writer* to check for errors, I cleared all except lines 1330 and 1390. When I ran the program and attempted to play, the responses were Syntax Error in either one or the other of those two lines! As there were ones and I's included in the program I tried every permutation of interchange to no avail. Thinking that it was a printer's error I just left it. Well along came Issue 57 with no mention of a possible error in *Masterword*.

So being really pleased with my CPC and equally pleased with each month's *AA* I just had to write and firstly thank you for providing such a super magazine, secondly should I buy a compiler and which one? And lastly, mention my *Masterword* problem.

Doug Webb
Chorley, Lancs

AA: You could get a BASIC compiler, but it's a bit of a halfway house between BASIC and true machine code. If BASIC is a little too basic (!) for you, you'd probably get more satisfaction from tackling machine code directly.

Lines 1330 and 1390 in the Masterword *listing are very long and complex ones, with plenty of scope for error. One possibility that occurs to us is that you may be typing* right$ *instead of* righ$. *If that's not the case, well, all we can suggest is keep checking until the codes agree. Sorry.*

A satisfied customer

I would like to thank K and M computers of Skelmersdale Lancs, for their kindness in sending me a free copy of *Blue War*, following my letter in the June edition of *Amstrad Action*.

D.J.Pratt
Tonbridge, Kent

Trouble down under

As I was re-reading *AA47* I saw a letter from Jack Dekker from Australia. I live in Sydney and I am having the same problem – lack of software, etc. There is, however, a shop which has selected new games (such as *Chase HQ*) about two months before I see the reviews in *AA*. As we get our *AAs* two and a half months after they come out in England, the new games here arrive on the shelves at roughly the same time as they are released in England, which is quite good except we don't see the reviews yet so we can't decide which ones to buy. The prices are very inflated, though I think they are justifiable. The C64 is quite popular here in Australia but the CPC is certainly dying out. More and more shops are scrapping their CPC products. Sad is the least you could say.

Raymond Yeung
Belmore, NSW, Australia

AA: The CPC won't be dying out for long, Raymond! I'll say no more, except just wait for our next issue! Of course, if you get your AAs late, you may well have heard by then.

What a cheat

Today I had in the post my copy of *Cheat Mode 2: The Revenge* and tapes. First off I must say how good it is and well done to all involved. I must also point out that there must be a mistake in the Muliface section at the back.



For the game *Dark Side* there are 8 pokes and for *Driller* there are the exact same 8 pokes. I could understand the chances of one poke being the same but not 8 of them. As I have *Driller* and the pokes don't work on my version I must assume that they are all *Dark Side* pokes? I know that there are sometimes different versions of the same game, but below are Multiface pokes that work on my version of *Driller* as lifted from issue 3 of my Newsletters (Cheap plug time). Issue 2 now available for 30p plus large 20p stamped addresses envelope,issue 3 due out in about a month, (Cheap plug over now).

Driller: tape version:

```
68b0,00 infinite....] ENTER BOTH
6755,00 .....Shields] POKES
6737,00 infinite time
6bf4,00 infinite....] ENTER BOTH
6d87,00 ......energy] POKES
```

Now then, while I'm here I will get off my chest something that's been bugging me for ages – the people who ask for help in the *Helpline* column and never say thanks for the help sent. Almost every month I send at least one thing to someone asking for help. It may not be quite what they were after but at least I try. As far as I can remember I have yet to receive one little thank you.

It's slowly putting me off bothering to help anyone any more.

Well I'll get off my soap box now and close this letter.

Carl Surrey
Barnet, Herts

AA: Oh, sure, you slipped that little plug in, didn't you? Softened us up with a story bout Driller *poke probs then slid it in unnoticed. Well, OK, thanks for the* Driller *pokes you provided. Grrr...*

We're not going to fill you in on what happened with the Cheat Mode *book partly because you got some free coverage out of us and partly because we haven't found out yet.*

Whatever happened to...?

What on earth has happened to the hardware projects. I used to read them with great interest, but now...

And I would like to see more serious contributions to *Type-Ins*. Not that I'm neglecting gamesters, or anything like that – I'm a serious gamester too!

Now on to the better things. I particularly like the budget round up in *Action Test* now. I also feel I must congratulate you on the great re-vamped *Cheat Mode* section. I think allowing Phil Howard to take charge is all the better.

And while I am in the mood for thanking you, thank god you have got rid of that women Emma Broadly. Honestly, some of the babble she was coming out with was enough to give you a turn.

Anyway, well done *AA* for producing an excellent magazine (with the minor complaints). Oh, and by the way, is there any more news on the regular cover cassettes as mentioned in *AA53*?

Andy Perks
Kingswinford, W Midlands

AA: Hardware projects? Aaarrrgh! Believe me, they can be more trouble than they're worth. It's OK if people follow the instructions to the letter, but if they don't we've got the consequences to consider. Mind you, if the right contribution comes along we might think again...

And we're more than happy to print serious Type-Ins *– we just need more sent in! As for regular covertapes, well, we're thinking about it. Only thinking, mind. Finally, don't rule out a Broadley comeback...*

Anatomical details



Could you please tell me where to get a copy of "The Anatomy of the CPC"; or do you know of anyone who wants to sell a copy? (Reasonable price please.) I would prefer a mail order address, if possible.

AA is great (compulsory grovel). Keep up the good work and all that.

John Girvin
25 Moorgate Street,
Belfast BT5 5BZ
N Ireland

AA: The Anatomy of the CPC *is published by First Publishing Ltd, Unit 20B, Horseshoe Park, Horseshoe Road, Pangbourne, Berks RG8 7SW (07357 5244). If First Publishing can't help, maybe there's a reader out there who can?*

HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and

Help needed on Last Ninja 2, Wec Le MANS, Soul of a Robot, Ghostbusters 2 (Level 2) and Elite. Penpal wanted aged 10-12. Can offer help on any DIZZY GAME. I own a 464 but no Multiface.
Mark Ridyard, "The Yew Tree", 18 Estcourt Drive, Darrington, Pontefract, W.Yorks, WF8 3BN.

I am offering FREE help for over 1,000 games, new and old. Pokes, Tips, Maps, Multiface and Keypress pokes, the lot!! Send a large SAE and a list (please keep it short) plus a tape or disk (optional) and I'll do all I can to help.
Andrew Cardwell, 134 Wulfstan Way, Cambridge CB1 4QJ.

Help given on Mask 1, 2 & 3, Army Moves, Navy Moves, A.T.F., Renegade, Batman and Untouchables. Help needed on Op. Thunderbolt, Rambo, Green Beret, Great Escapt, H.A.T.E., Dan Dare.
Simon Moyse, 146 Kenley Road, Merton Park, London SW19 3DL. Phone 0(8)1 542 7352 (out of school hours).

World's First Edition of AAAAAARGH! A non-computer weird Fanzine, send 20p + SAE to:
AAAAARGH! Hadyn Hughes, 15 Chase View, Ettingshall Park, Wolverhampton WV4 6QN.

12-14 year old pen pal wanted. Needs to have 464. Don't mind what sex.
Damian Oxborough (13), 14 Lansdowne Close, Baildon, Bradford, W. Yorks, BD17 7LA, England.

Pokes wanted on OP Thunderbolt, OP Wolf and Renegade. Also penpals wanted with a 464, no disk users!
Alwyn Williams, Swn y Gwynt, Bodffordd, Anglesey LL77 7DZ.

464 games for sale (originals) Very cheap eg Chase HQ £5.00. Send SAE for full list. Over 80 top games.
Phil Lloyd, 18 Ringway, Elesmere Port, South Wirral L66 3LE.

Can anybody tell me how to do Spellbound, Knight Tyme or Stormbringer, also any maps for The Apprentice.
David Andrews, 2 Glastonbury Close, Habberly Estate, Kidderminster DY11 6EP.

I wish to buy disk games please, anything considered. Also anyone selling an AMX Mouse and Interface.
Dennis F. Thorpe, 91 Westfields, Narborough, King's Lynn, Norfolk PE32 1SY.

Penpals wanted to swap tips and games (tape only). I have Stormlord, Total Eclipse, Vindicators and loadsa others. Also need help in Batman, OP Thunderbolt and Stormlord.
J. Faux, Killyliffer, Roslea, Co. Fermanagh.

Every AA type is provided on tape/disk from issue 1. Basic programming. Games programming. Laser basic and compiler. Printers. Utilities. Multiface 2. Manual DTP. Sports games.
Adrian Sill, 19 Sherwood Drive, 5 Lane Ends, Skellow, Doncaster, South Yorkshire DN6 8NY.

Help desperately wanted on basic Sprites. Anyone with Sprite generators, editors or printers please contact me.
Matthew Harvey (10), 21 Meadow Road, Aldridge, Walsall WS9 0ST.

Penpal wanted aged 14+. Games and pokes to swap including Ghouls-n-Ghosts, Operation Thunderbolt and Dragon Spirit. Pacland wanted for CPC464.
Colin Oliver, 48 Harrogate Road, Reddish, Stockport SK5 6HD.

Wanted for a new adventure mag, send homebrew adventures for review and advertisement, news articles, hints, tips, solutions, etc. The best two adventures that I review between now and 1st October may be used on a covertape on issue 5. So get writing.
Adventure Quest 2000, 28 Harcroft Avenue, Douglas, I.O.M.
or for information ring Ady (0624) 25886.

Has *anybody* got a copy of ELITE for the CPC464 cassette. Will swap for OP Thunderbolt/Wolf or Dragon Ninja. Also various cheats and maps and tips for all 3 Dizzy games. Various Budget games for sale as well (somebody buy Ghostbusters off me please!!!)
Oliver Orme-Lynch, The Retreat, Harewood Road, Calstock, Cornwall, PL18 9QN.

Pokes for Buggy Boy, Kung Fu. Master Maps for Heavy on the Magic, Cauldron II. Cheats for Arkanoid 2, Short Circuit and loads more. Pokes 15p, Maps 20p, Cheats 15p. Send SAE or write for list.
Bobby Kelters, 26 Heron Close, Ayton, Washington, Tyne & Wear NE38 0EJ.

I need PD programs for my PD library. Send me YOUR programs or programs from other PD libraries (in particular I want PD from WACCI, CP/M USER GROUP, CLOCKWORK ORANGE). I will return all tape and disk submissions the same day with programs from my library. PD List available, send cassette or disk and SAE.
Alan Scully, 119 Laurel Drive, Greenhills, East Kilbridge, Glasgow G75 9JG. (03552) 24795.

DESPERATELY WANTED. Back to the Future (464 tape only) - I am willing to swap it for any one of these games: Highlander, Jack the Nipper, Breakthru, Flight Path 737, Roland in the Caves, Amsgolf, Harrier Attack, Steve Davis Snooker or BMX Ninja. Or I will buy it for a sensible price. Send SAE.
Simon Clark, 50 Ash Road, Princes Risborough, Bucks. HP17 0BQ.

Penpals wanted for games, swaps and pokes. Need help for Solomon's Keys and Ghouls & Ghosts. 464 owner.
Brian Ahmed, 39 Westwood Road, Sneinton, Nottingham, NG2 4FT. (0602) 500856.

Need any help? Just send me a SAE saying what pokes you need and I will send you them in exchange for Feud or any games.
Thomas Briscoe, 9 Barrymore Road, Weaverham, Northwich, Cheshire CW8 3LL tel. 0606 851840

Penpal wanted. 464, disk, Multiface II and more hardware. 18 years old. Loads of pokes, maps. Help given also on any games "if I've got a poke for it". Send SAE or phone Bedford 870589.
Justin Vasey, 8 St Neots Road, Water End, Renhold, Beds MK41 0JE

Has anyone got Gassa's Super Soccer on 6128 disk drive to swap or buy (I swap Clever & Smart, Shinobi, etc).
Gary Stacey, 73 Hulme Road, Denton, Manchester M34 2WY.

CPC Magazine swap! I want ACUs April 86 to April 87. I have AAs 19 plus 22 to 39. If swap not possible will buy the ACUs.
Carl Surry, 37 Fairfield Way, Barnet, Herts EN5 2BQ.

Penpal needed 12-15 who has got a CPC464 (male or female). Also help needed on Ghostbusters 2 level 2, Blacktiger, Forgotten Worlds and Robocop (all tape).
Lee Webb, 66 Yew Tree Way, Churchdown, Gloucester GL3 2SX.

Need cheat of Hit Squads, Wonderboy. It is in the issue of AA54. Ring 0255 860240, or send to:
Morley Cottage, First Green, Thorp-le-Soken, Colchester Road, Essex CO16 0AB.

Has nybody got any hints, tips or pokes for Rainbow Islands. In return I can help on Dizzy 1, 2 or 3.
Wayne Gawthorpe, 21 St Annes Street, Padiham, Nr Burnley BB12 7AX.

Back issues for sale! Yes - AA21 to 57 inclusive for only £35!! Limited offer while stocks last! (Also, *complete* collection of Oink! comics; write for further details) Once in a lifetime opportunity!
Roy Butlin, 1 Broome Close, Horsham, West Sussex RH12 4XG.

Help on BASIC. I have over 200 Public Domain programs, send SAE for details or 50p + SAE + cassette for a selection (state type). Also I would welcome PD with open cassette deck (and return the tape with PD on it).
Alan Scully, 119 Laurel Drive, Greenhills, East Kilbride, Glasgow G75 9JG.

I am offering CPC464 games, both tape and disk. Games include; Flintstones, Chase HQ, New Zealand Story and Wizards Lair. Prices £1 (tape), £10 (disk). All games are originals. Contact me by phoning Bolton (0204) 399198 after 4. p.m. or before 9 p.m. or write to:
K. Gillard, 80 Wentbridge Road, Bolton BL1 2QR.

Do you need help on Chase HQ, The Untouchables, Batman or any other games? I have over 50 pokes which I will swap or sell for 10p per poke. If I can be any help, send a SAE saying how I may help.
John Barnes, 65 Acheson Road, Hall Green, Birmingham B28 0TX.

Help given on games including: Knightmare, Great Escape, Dizzy 1,2,3, Elite, Spytrek, Seabase Delta, Barbarian, Saboteur 2, Airborne Ranger, Chase HQ, Kobyashi Naru and lots more. Send tape for Football Director (Inf Cash). Also send Team Name (Saved Game). Help wanted on: Subsunk, Heroes of Karn, Kentilla, Heavy on the Magick, Bun Barach, Spellbound, Knight Tyme, Head over Heals. I also have unwanted games to swap (all originals) like: Impossaball, Quartet, Rampage, Avenger, F/O/T/Y, Galactic Games, Elite, and more (all on tape).
Jason Cass, 16 Glasbury House, Ferndale Road, Brixton, London SW9 8AY.

Penpals wanted. Must have CPC464. Over age of 12 and of any sex. I have loads of games to swap or borrow. Please send SAE for full list. *All* letters answered.
Marcus Widdicombe, 28 Cynthia Road, Parkstone, Poole, Dorset BH12 3JF.

Penpal wanted 12-14 years old. Swap games. CPC464 owner.
Ben Robinson, 1 Thirlmere Avenue, Priory Estate, Slough, Berks SL1 6EB.


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Naked Video

This month sees the fifth and final instalment of CONRAD BESSANT'S series on the CPC video chip. And this time it's the turn of The Big One – split mode displays... (gasp!)

The MODE command used to select the CPC's screen mode is acceptable in most circumstances, but what if you want to do something like write an adventure game in which messages are printed at the top of the screen in 80-column text while the rest of the screen contains a full-colour picture of the current location?

The only way you could do this would be to have two modes in use at the same time, which you cannot normally do on the CPC. This month I shall be explaining how to go about writing a routine to achieve this.

Video Gate Array

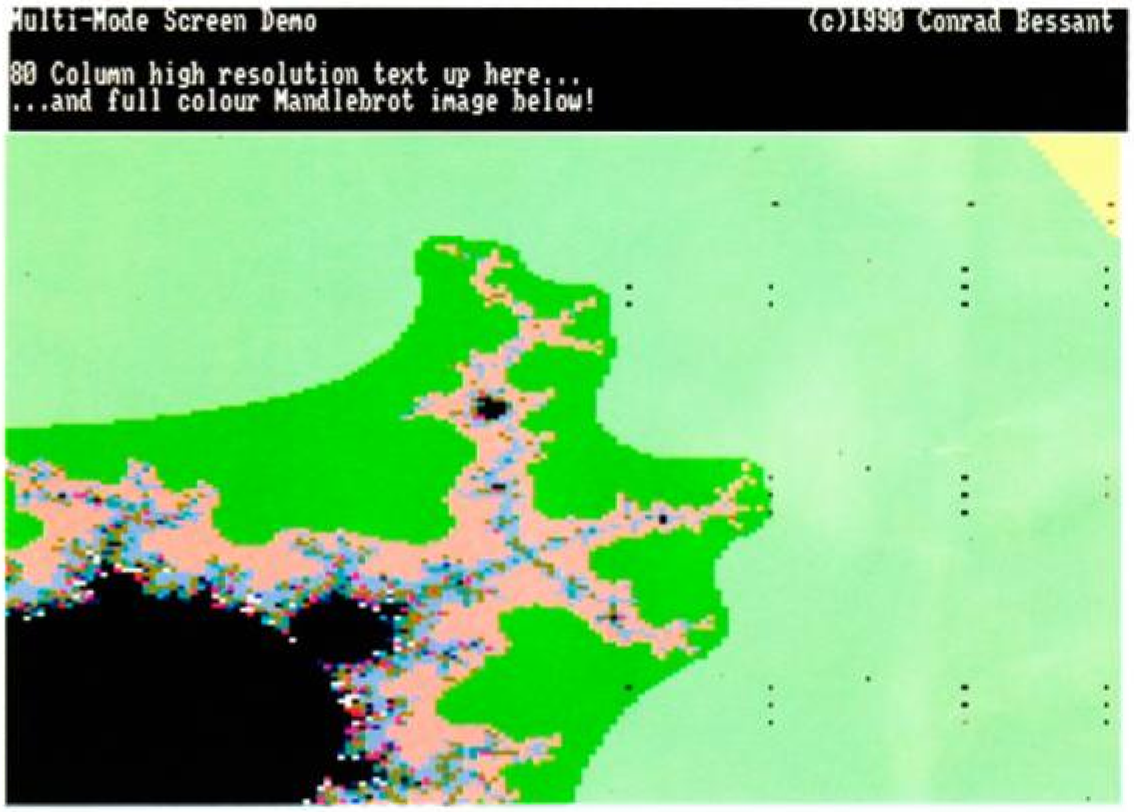
The Video Gate Array is the chip which determines the screen mode, and to create our multi-mode screen routine we will have to use this chip, so as to by-pass as much firmware as possible. Although you can access the Video Gate Array directly using the OUT command, it is not easy, and the best solution is to use the MC_SET_MODE call. This is called at &BD1C, with the accumulator holding the MODE number. Try the following as an example:

```
MODE 1
CALL &BD1C
```

As you can see, this changes the mode, but the display becomes distorted. This is because the call doesn't clear the screen or inform any of the text or graphics firmware of the change. These are the main adavantages of MC_SET_MODE over SCR_SET_MODE when creating multi-mode screens.

The BASIC program **LISTING 1** loads into memory and executes a machine code routine which changes the screen mode very quickly using MC_SET_MODE. If you run the program you will notice that different areas of the screen are in different modes, but these areas do not stay still, and you can do nothing else while the program is running.

To create a multi-mode screen routine we need to use the same principle, but in a more ordered way. The tools we use for this are interrupts. Before discussing exactly how we are going to use interrupts in our routine, a general overview of interrupts is probably a good idea.



● Combining images in two modes on the same screen.

Interrupts

The CPC's hardware sends various timer interrupts to the CPU at regular intervals. These can be utilised with the help of a large number of routines contained in the part of the firmware called the Kernel.

There are two main timer interrupts available: the Fast Ticker Interrupt, which occurs every 300th of a second, and the Frame Flyback interrupt, every 50th of a second.

To save you having to mess about directly with Z80 interrupts, the Kernel keeps a list, for each interrupt type, of tasks to execute whenever that interrupt occurs. Each item on the list is called an 'event', and will be executed, (or 'kicked', as it is known), every time the interrupt who's list it is on occurs.

For example, when a flashing INK is set up an event is placed on the Frame Flyback list to change the colour of the ink. It is placed on the Frame Flyback list because the colour change, like other video operations, must occur during frame flyback to avoid unsightly effects.

What the Kernel's lists actually consist of are things called 'event blocks', which are areas of memory containing information about the event type and – more importantly – about where in memory the 'event routine' is. The event routine is the routine which we want the Kernel to execute every time it receives a timer interrupt of the right type.

There are various calls to the Kernel which will add or delete events from a list, but we shall only be using one, called KL_NEW_FAST_TICKER. When called at &BCE0, it creates an event block and places it on the Fast Ticker list. So the routine pointed to by the event block will be executed every 300th of a second.

The CPU's registers must contain the fol-

LISTING 1

```
10 MEMORY 29999
20 FOR f=30000 TO 30012
30 READ d:t=t+d:POKE f,d
40 NEXT
50 IF t<>1330 THEN PRINT"Data error in line
   70":END
60 CALL 30000
70 DATA 62,2,205,28,189,62,0,205,28,189,195,48,117
```

LISTING 2

```
     ORG   30000 begin:  . LD   HL,evtblk      Set up parameters for
     LD    B,129          KL_NEW_FAST_TICKER
     LD    DE,routine
     LD    A,0            Set counter to zero
     LD    (counter),A
     CALL  #BD19          Wait for start of display cycle
     CALL  #BCE0          Initialise event using KL_NEW_
     RET                  FAST_TICKER and return to BASIC
 evtblk:   DEFS 10              Reserve 10 bytes for event block
 counter:  DEFS 1               Reserve 1 byte as the counter
 routine:  PUSH AF              Preserve registers to be used
     LD    A,(counter)
     CP    0              If counter=0 then change the mode
     JP    NZ,skip        to 2 using MC_SET_MODE
     LD    A,2
     CALL  #BD1C
     JP    add skip:      LD   A,(counter)   If counter=1 (ie. the elec-
tron
     CP    1              beam is a sixth of the way down
     JP    NZ,add         the screen) change the mode to 0
     LD    A,0            using MC_SET_MODE
     CALL  #BD1C add:       LD   A,(counter)   Increment the counter
     INC   A
     CP    6              If counter=6 then set it back to
     JP    NZ,return      0, as the next display cycle has
     LD    A,0            begun return:   LD   (counter),A
     POP   AF             Put,registers back to original
```

lowing information before you call KL_NEW_FAST_TICKER:

HL contains the address of the event block
B contains the 'event class'
C contains the ROM select address of the event routine
DE contains the address of the event routine

If the label 'evtblk' marks the beginning of the space reserved for the event block and the start address of the routine is labelled 'routine' then we can just load HL and DE with these labels in an assembler program.

Synchronicity

The contents of register B are determined by setting different bits in the register to 0 or 1, depending on which type of event is required. There are two main possible event classes. We can either have a synchronous event or a higher priority asynchronous one. Synchronous events are often put aside and not executed due to higher priority things happening. This would cause visual chaos in our multi-mode routine, as missing a mode change would cause the screen to alternate between modes. Because of this we use an asynchronous event.

Even higher priority express asynchronous events are available, but these do not run well with BASIC.

We must also specify in register B whether the routine is at a near or a far address (it is near if it is in the central 32K of RAM). In our case it will be near. The value we send to B is 129, as an asynchronous event is denoted by bit 7 being set to 1 and a near routine is defined by setting bit 0 to 1.

Register C is much more easily dealt with, as if our routine is at a near address (and ours will be) then KL_NEW_FAST_TICKER ignores it, so we don't need to set it at all.

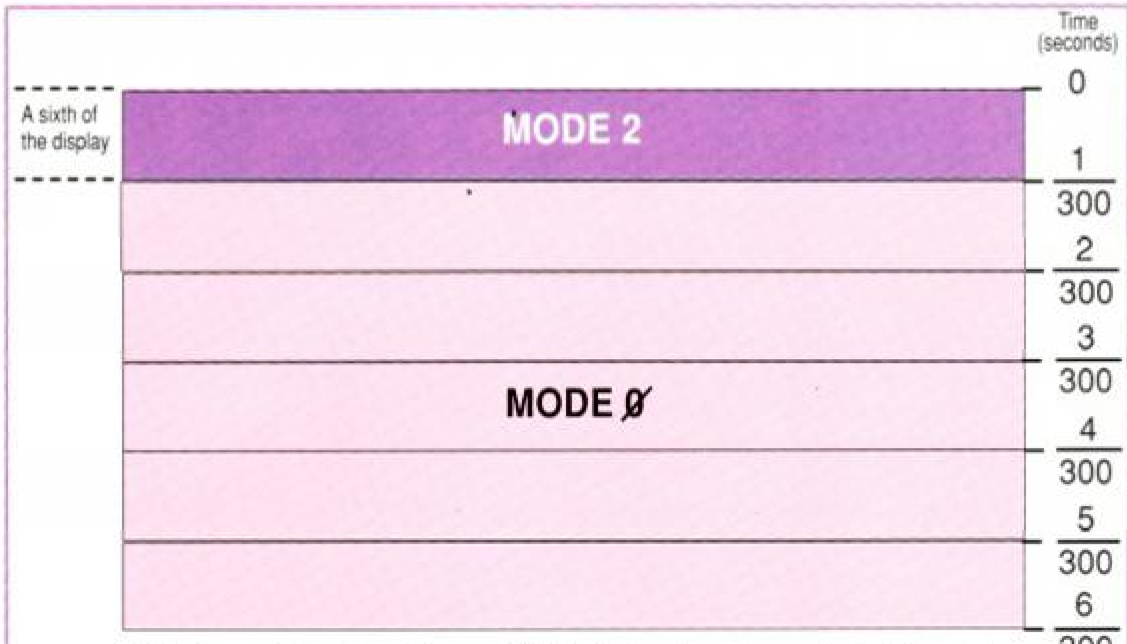
Using interrupts

The way we use interrupts to create the multi-mode screen is as follows. The electron beam of the Cathode Ray Tube inside the monitor takes just under a 50th of a second to scan the screen (i.e. to move from the top to the bottom). During this time, all the events on the fast ticker list will have been called six times (as they are called every 300th of a second). Because these timings are highly reliable and the electron beam moves at a uniform speed down the screen, when the first fast ticker interrupt in the display cycle occurs the electron beam will be about a sixth of the way through it's journey, i.e. a sixth of the way down the screen. So if we set the screen mode to 2 at the beginning of each display cycle, and change it to 0 when the first fast ticker interrupt of each display cycle occurs, the top sixth of the screen will appear in mode 2, and the bottom five sixths in mode 0.

The simplest way to put this into practice is to use MC_WAIT_FLYBACK to synchronise the placing of an event on the fast ticker list with the start of the display cycle. At this point a counter indicating the number of fast ticker interrupts since frame flyback would be set up in memory, and set to zero. The event routine used would increment this counter whenever it was called (i.e. every time a fast ticker inter-

LISTING 3

```
10 FOR f=100 TO 170 STEP 10
20 FOR g=0 TO 9
30 READ d
40 POKE(30000+f-100+g),d
50 NEXT g
60 NEXT f
70 MODE 2:CALL 30000
80 PRINT|Multi-Mode Screen Demo    (c)1990
Conrad Bessant|
90 LIST
100 DATA 33,68,117,6,129,17,79,117,62,0
110 DATA 50,78,117,205,25,189,205,224,188,201
120 DATA 0,0,0,0,0,0,0,0,0,0
130 DATA 0,245,58,78,117,254,0,194,96,117
140 DATA 62,2,205,28,189,195,109,117,58,78
150 DATA 117,254,1,194,109,117,62,0,205,28
160 DATA 189,58,78,117,60,254,6,194,120,117
170 DATA 62,0,50,78,117,241,201,0,0,0
```



● The diagram above shows the row which the electron beam is scanning on the monitor at certain times during the 50th of a second display cycle. By changing the mode 300th of a second into the cycle we can split the screen into two modes

rupt occurred), and would change the screen mode to 2 whenever the display cycle began (i.e. counter=0), and back to 0 whenever the first fast ticker interrupt of the cycle occured (i.e. counter=1). When the electron beam had reached the bottom of the screen, (i.e. counter=5) the routine would reset the counter to zero, as the display cycle would now be starting again.

The assembley language routine **LISTING 2** does all of this.

If you don't have access to an assembler you can use the BASIC program **LISTING 3** to load this routine into memory and execute it.

If you have typed the program in correctly the display will now show 80-column MODE 2 text at the top and the rest of the screen will be in MODE 0.

The text in the lower five sixths of the screen is illegible because the CPC's firmware is still writing it in MODE 2 format, as this is the mode it thinks you are using (because of the MODE statement in line 70). If you wanted to use this routine for a serious purpose you would need to either trick the firmware into putting up MODE 0 text and graphics in the lower part of the screen, or more likely you would use customised screen addressing routines such as sprite routines or memory bank switching.

In the case of adventure game mentioned at the start of this article, you could have MODE 0 pictures stored in memory which you could then transfer directly to the lower part of the screen, hence bypassing the drawing firmware altogether. The latter method was used in the fractal screen shown in this article.

This routine is not hard to alter, and can be used to split the screen up into other proportions (e.g. halves), and the modes used do not have to be only 0 and 2. Note, however, that it is not possible to split the screen vertically or into sections smaller than a sixth of screen.

If you access the disk while this routine is running (by typing CAT for example), you will notice that the MODE 2 sixth of the screen appears to move. This is because disk accessing disables interrupts, and hence throws our routine out of synchronisation with the display cycle. This can be overcome fairly easily, but is not included here mainly because it is unlikely that you will want to access the disk while the screen is split.

AND FINALLY...

That concludes this series of articles, but I have by no means covered all the possibilities. The CRTC and video gate array are both very versatile chips, and there are a vast number of interesting effects that you can perform with them. For example, some of the techniques described in this article could be used to put all 27 colours on the screen at once.

If you want to experiment with your own routines I suggest you use the table of CRTC registers provided in part 2 of this series (*AA53*), or try to get hold of the HD6845S CRTC data sheet from Hitachi, the chip's manufacturers. The CPC firmware manual (SOFT 158 or 968) is an indispensible book for all video effects programmers, as it contains information about the CRTC, Video Gate Array, firmware calls for screen and interrupt handling etc. Unfortunately, this book was discontinued by Amstrad some time ago, and copies are now priceless collector's items.

WIN A DIGITISER!

Now's your chance to win a fantastic Rombo Vidi Digitiser, as featured in last month's multimedia feature.

This wonderful device will take input from any video source – like a video camera, or video recorder – and let you grab digitised stills which can be stored and manipulated by your CPC.

Simply plug the Vidi Digitiser into the back of your CPC, connect it up to your video source with the supplied lead and away you go. The software that comes with the digitiser lets you grab as many images as you like (they're continuously updated on-screen) and then incorporate them into your programs or do whatever you like with them.



The Vidi Digitiser would normally cost £69.95, but one lucky winner of our competition will get it *free*.

All you have to do is answer three simple questions:

1. Who invented the television? Was it:

a) John Logie Baird?
b) Thomas Edison?
c) or Alexander Graham Bell?

2. What is the most common video recorder standard in use today?

a) Betamax?
b) VHS?
c) or NTSC?

3. Finally, can you spell Rombo?

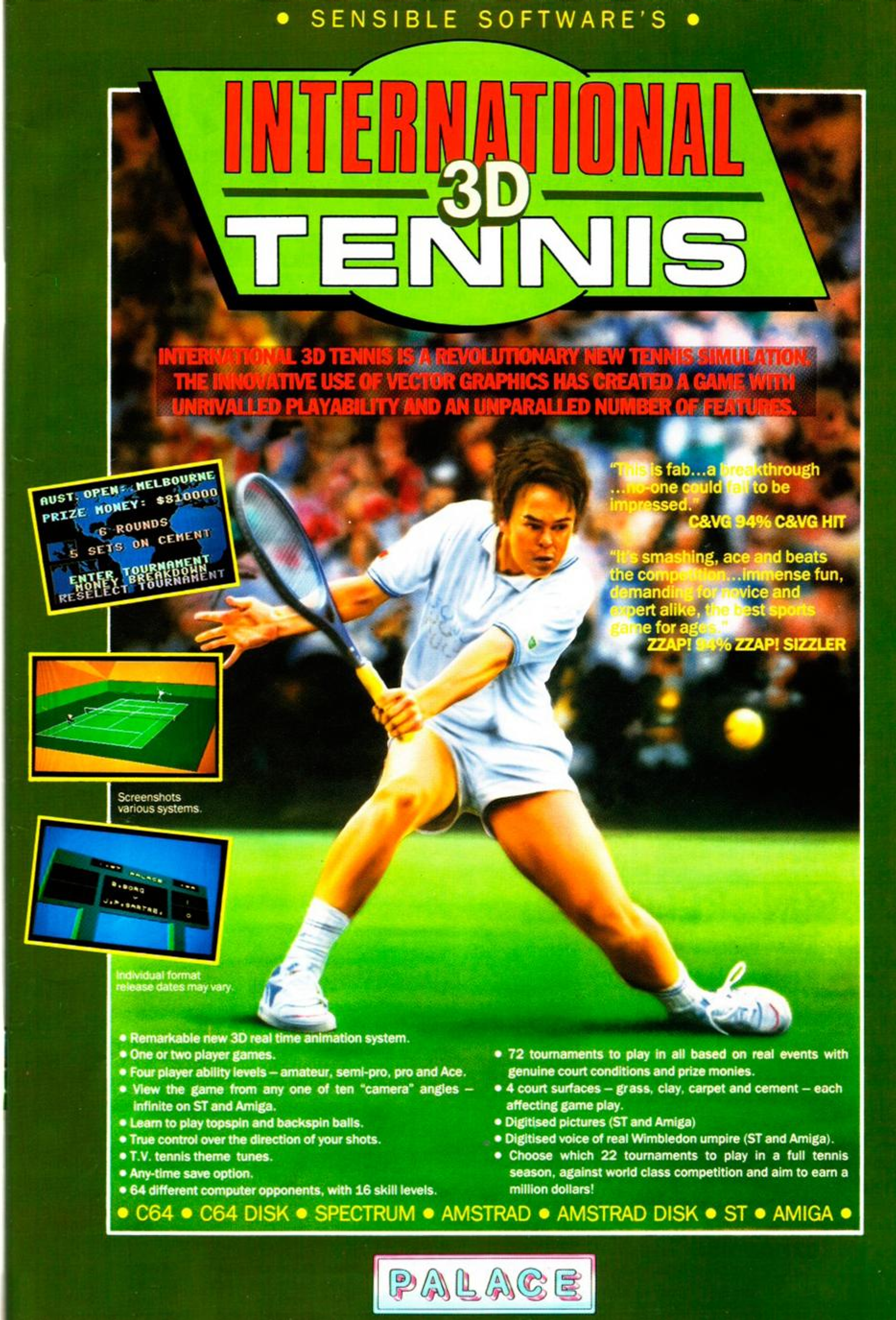
a) No, certainly not
b) Well, er, if you gave me a few minutes
c) Oh yes. No doubt about it. Really I could

Send your answers on a postcard please to:

Digitiser Compo
Amstrad Action
Beauford Court
30 Monmouth Street
Bath
Avon BA1 2AP

Of course, there are one or two rules:

- Closing date is 31st August.
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PALACE

Block-buster!



Blood sweat and tears have gone into the writing of your megagame, and now finally, it's finished. You've shown it off and impressed your friends with it. But what exactly do you do with now?

You send it off to a software house – that's what! Several software houses, to be precise. Before you do, though, work out exactly who's going to be interested. The first thing is to decide whether to try for full-priced or the budget market. It's increasingly difficult to sell original product at full price nowadays. That market is dominated almost exclusively by arcade or film licenses. Some original products make it, but tend to be written by well-established teams. Examples are *Rick Dangerous* from Core, *Castle Master* from Incentive, and *Lords Of Chaos* from Target Games.

SENT OFF

When sending your game to a software house it is important to make a good impression. After all, software houses can receive hundreds of programs from budding hopefuls every month. Out of those, only around two per cent or so will eventually reach the shops.

Once you've packed your disk into a jiffy bag, assuming it arrives safely through the post, it will wind up on somebody's desk. That person – probably the Product Development Manager, or some other such bod – will also receive many other little packages every day. Most of the stuff he or she receives will be utter rubbish. Yours, of course, won't fall into that category, but you need to persuade them that your program is worth a second glance, nevertheless.

The problem is that they see hundreds every month. You need to make yours stand out. Not by spraying the disk fluoresent orange, or chaining yourself to the railings outside their offices. No, by making their job easier for them. If you possibly can, send it on a disk rather than tape. Label the disk clearly, with instructions on how to load the game, and include your name and 'phone number in case it gets separated from your letter. Make it easy to load, something like RUN"DISC. Include documentation, but remember, the idea is to inform them how the game works, rather than wibbling on with irrelevancies.

So – cut the waffle, and stick to the point. A covering letter may be enough, but be certain that you explain such information as what format the game works on, which playing keys to use, the plot, etc. Make sure it's typed up, though, or at least very neat. It's no good if the person opening the envelope can't read it.

Give them a week to have a chance to see the game, then ring them. Be prepared to hassle them, and call them on – say – a weekly basis. They may think you're a pain in the bum, but at least they'll get round to look at it, even if it's just to get you off their back.

TRY, TRY AGAIN

The main thrust of this article assumes that your game is good enough to be marketed. But what if your game doesn't make the grade? What do you do then?

It's obviously very disappointing when all you get is rejection letters. But all is not lost. First, you can put it all down to experience. Next time you write a game, you'll know where you went wrong, and be able to improve on your mistakes. OK, so you've missed out on the money. It's unfortunate, too, that no-one else will see your work.

Well, not necessarily. If you've abandoned all hope of fortune, but wouldn't mind a bit of fame, why not try sending your software to the PD libraries? They are crying out for good quality programs to add to their stock lists, and would be delighted to look at anything that has only just missed being on the shop shelves.

For a first game, especially, it is advisable to aim for the budget market. Budget games can sell in huge quantities, making up for the low retail price. So compile a list of software houses and send your game to ALL of them. Spending a few extra quid on stamps and disks could reap far greater rewards eventually.

Striking the deal

So the software house looks at your finished game. But is it finished? You may think so. The software house almost certainly won't. Although they may recognise it as a potential commercial product, with their vast experience in knowing what makes a game sell, they'll also know on how to improve it. It could be anything from a few simple graphical changes, to a major reworking of the program.

After beavering away for months on a program to complete it, the last thing you're going to want to do is go back and change it, of course. But don't dismiss what they're saying out of hand. After all, they know what sells, and the extra work will be for your benefit in the end.

When a software houses decide to accept your game, they will probably ring you with an offer. They normally have a standard rate which they pay, but it's always possible to negotiate, especially when you have more than one company interested.

Rates vary from publisher to publisher. There are a lot of factors to consider. Firstly it's a straight choice of how to be paid; either a one-off payment, or a royalty agreement. With a one-off payment, you sell the rights of the game to the software house outright. It may seem a lot of money that you're offered at first, but if the game then goes on to sell a million copies, you won't be entitled to another penny.

With royalties, on the other hand, the better your game sells, the more money you'll earn. A percentage of the money that the software house receives for any particular game is given to the programmer. If the game sells well then you'll benefit from royalties. If it's a flop then it's tough luck. One problem with royalties, though, is that you have to wait a long time

before you even see a penny. Royalties are usually calculated on a quarterly basis, and it may be some time before the program is actually released. So it could be months before you see a red cent.

To overcome this, most publishers offer an advance on royalties. A sum of money is paid on completion of the project, and royalties start to be paid when the volume of sales overtakes this amount. This down payment is usually non-returnable – if the sum isn't reached then you don't have to pay it back.



● The Oliver twins: a typical coding success story.

There are a number of factors you should bear in mind when deciding which offer to accept (assuming you get lots!). The royalty rate is the most important. For a game selling at £2.99, a rate of around 15p per copy sold is standard. This may not seem an awful lot, but you must remember that after the various overheads the publisher has to meet, there isn't all that much left to go round.

The size of the advance is almost as important, especially in the short term. It can vary quite considerably from company to company. Expect to be offered anything from a few hundred pounds to a few thousand. It depends, obviously, on how good your game is and how many copies the publisher expects to sell.

Another consideration is how well the game will be marketed. You may be offered a three-grand advance plus 20p royalty, but will Joe Bloggs's software emporium sell as many copies as the big names? The well-established companies have extensive distribution networks, and will be selling your game all over the world.

Lastly, you should think about how much more work the software house will require of you before publishing your program. If it's going to take another two months before the program is to their satisfaction, then bear it in mind. After all, time is money.

When you agree on a deal with a software house you will be asked to sign a contract. At first sight it will seem about as comprehensible as a poll-tax rebate assessment application form. It is a legally-binding document, however, and you should make sure that you understand the gist of it at least. Make sure that it clearly states the royalty rate and the amount to be advanced. Try to avoid signing anything which imposes a deadline for you to have the work finished by – it could mean you losing money if it's not finished by a certain date. You may not be able to avoid this stipulation, though, so if you do agree to such a condition, you should be confident that you can make the changes in time.

So you've finished the program, signed the contract, received your advance and are waiting for the royalties to flood in. The hard work isn't over yet. Like any businesses, software houses tend to pay their bills at the last possible moment. As far as their accounts departments are concerned, the royalty payments are just another bill to pay. It's not that the software house is trying to rip you off, though, since experience shows that they do cough up eventually. It's tough on the programmer, but that's life. Just be prepared to hassle – you'll need to before the cheque finally is in the post.

Whatever next?

By now your CPC game should be a very strong contender in the budget market and making you lots of money. However, the biggest selling format of all is Spectrum. What's this got do do with me, you ask? Well, the Speccy uses the same processor as your CPC. The only real difference is the input/output. The screen memory is mapped differently, as is the keyboard and sound chip.

It is perfectly possible to come up with the Spectrum conversion with a minimum of work. The graphical output routines need to be totally re-written, but that's not as difficult a job as it at may seem. The keyboard scanning is in fact much easier on the poor cousin of computing. All in all, the re-write is unlikely to take any more than a couple of weeks. So it's certainly a wise investment. For a couple of hundred quid outlay on a Speccy, and a week or so of extra work, you'll more than double your returns.

There's no time to sit still after finishing your game. You now have the opportunity to advance your career as a games writer. Having a game published with your name on the cover will make software houses take note immediately. After all, you're now an experienced programmer of proven ability.

You could start a new game of your own design, or you might like to discuss with software houses exactly what they're after. That's one way of guaranteeing acceptance. Or you may like to give conversions a try. Re-writing a game from one format to work on the CPC may be a fairly easy – and profitable – option. You could find yourself working on full-price software from licenses.

Maybe you'd like to join up with other programmers – either as an employee, or as an equal in a team?

Whatever you decide to do, though, may the code be with you. And we'll look forward to reviewing your megagame in *Action Test*...

WHAT THE EXPERTS SAY...

So what exactly does happen when your game arrives in a software house's mail? We spoke to Mark Baldock, Software Development Manager at Codemasters to find out...

AA:The game arrives. What happens next?

We try and look at all games on the day that they're sent in – we don't want to lose a good product. If it's total rubbish then it's sent back with a polite letter. If it's reasonably good we get a few people in to have a look at it. From that stage they fall into two categories, really. Either the game is technically very good, but not commercially viable to publish, or it is commercially viable to publish.

From there we'll generally be interested in making a few changes like changing the name, and a few more cosmetic changes to make the game into a commercial product. If it's not commercial, and cannot be made commercial, but it is good, then we shall offer the programmer another project.

For instance, they might have written a really addictive shoot-em-up. But shoot-em-ups are almost completely unmarketable, unless they're from a licence.

AA:Of all the games you receive, what proportion go on to get published?

It's probably minute. About one per cent, I guess. It's not so much that it's a particularly difficult market to break into, it's because the standard of programs that come in is generally very low. It's only occasionally we get anything worth publishing.

I'll give you a couple of examples of programs that did just come in, and went on to become really good sellers. *Twin Turbo V8* and *Mig 29 Soviet Fighter* both went to Number One. They were sent in by people out of the blue, who hadn't had anything published before – who had no experience of dealing with software houses. Especially *Mig 29*, which was sent in by a 16-year-old who was still at school.

AA: If you do take a game on, what happens then?

After we have made up our minds about a game we make up a list of changes we want. We get any new graphics commissioned and send them off to the programmer to implement them.

Then it's a case of publishing it. Which involves writing the copy, which has to be lively and up-key. And getting a good illustration done, which is vital to sell a game. And after that it's a case of putting on the shelves.

AA: How much can a programmer expect to earn from a game?

Well that depends on how well it sells. If you're a very good programmer and the game's very good, and you're on a good royalty, and if it's a really big seller you could probably make £15,000. That's for a top-selling game.

Ah, if only *Ninja Massacre* had done that well... (*That's enough daydreaming Adam – ed.*)

1

ST FORMAT GOLD



Rainbow Islands
from Ocean

This follow up to Bubble Bobbie looks set to be as much of a hit as Ocean's last cutesy game, New Zealand Story. It combines colourful visuals with frighteningly addictive gameplay, with the result that you end up with one hell of a game.

Graphics have been downloaded from the original arcade version and the moves are just the same. Lead Bub and Bob to the top levels by firing rainbows into the air and then climbing them. When you reach the top of a platform, you can collect thousands of bonus points. There are seven islands to complete, each one more challenging than the last.

"Graftgold's ST Version of Rainbow Islands is one of the best coin-op conversions to have appeared in along time" Maff Evans, ST Format

Rainbow Islands

		PRICE	CODE
Amstrad CPC	Cass	£ 9.99	BF832AC
Amstrad CPC	Disk	£14.99	BF833AD
Commodore 64	Cass	£ 9.99	BF834CC
Commodore 128	Disk	£14.99	BF835CD
Spectrum 48K	Cass	£ 9.99	BF836SC
Spectrum +3	Disk	£14.99	BF837SD
Atari ST	Disk	£19.99	BF838ST
Amiga	Disk	£24.99	BF839AM

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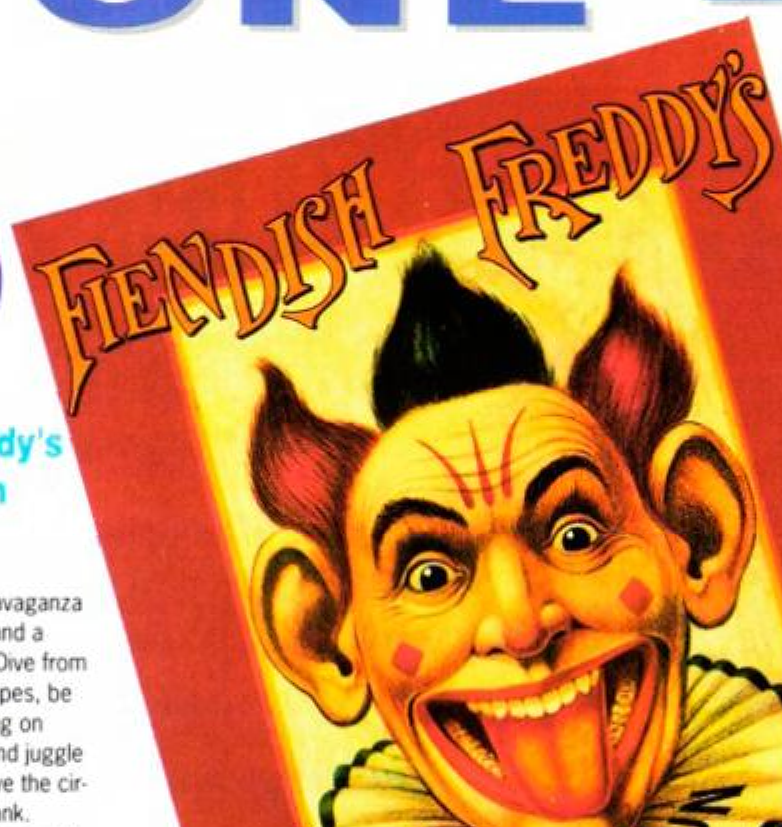
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3

Fiendish Freddy's Big Top of Fun
from Mindscape

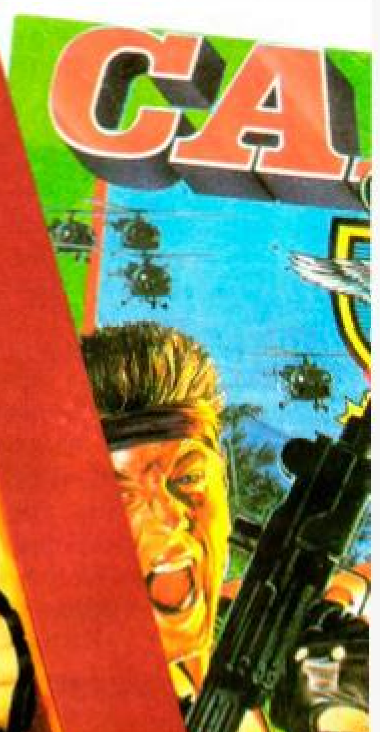
Mindscape's circus extravaganza brings you thrills, spills and a whole barrel o' laughs. Dive from high-boards, walk tightropes, be fired from cannons, swing on trapezes, throw knifes and juggle in a desperate bid to save the circus from the big bad bank.

An original multi-event game with a wicked sense of humour!



Fiendish Freddy

		PRICE	CODE
Amstrad CPC	Cass	£ 9.99	BF847AC
Amstrad CPC	Disk	£14.99	BF848AD
Commodore 64	Cass	£ 9.99	BF849CC
Commodore 128	Disk	£14.99	BF850CD
Spectrum 48K	Cass	£ 9.99	BF851SC
Spectrum 128	Disk	£14.99	BF852SD
Atari ST	Disk	£24.99	BF853ST
Amiga	Disk	£24.99	BF854AM



IG

2



Black Tiger
from U S Gold

US Gold have had major hits with Strider and Ghouls 'n' Ghosts. Now comes their latest horizontally-scrolling action game, Black Tiger.

In a similar fashion to Ghouls, the objective is to charge through horizontally-scrolling levels, climbing ladders and following red arrows to the end of the level. Along the way, fight ugly gargoyles, snakes and even deadly orchids using your powerful weaponry. When the going gets tough, disappear inside the shop, pick up some extra weapons, and go out for another merry blast.

If you're a fan of horizontally-scrolling action games, you'll love this one.

Black Tiger

		PRICE	CODE
Amstrad CPC	Cass	£ 9.99	BF840AC
Amstrad CPC	Disk	£14.99	BF841AD
Commodore 64	Cass	£ 9.99	BF842CC
Commodore 128	Disk	£14.99	BF843CD
Spectrum 48	Cass	£ 9.99	BF844SC
Atari ST	Disk	£19.99	BF845ST
Amiga	Disk	£24.99	BF846AM

ET ONE FREE!



4

Cabal from Ocean

Go crazy in cartoonland with Cabal. A lone trooper, he's dropped behind enemy lines and must fight his way back home. Level after level must be cleared of buildings and bad guys with machine guns, grenades and bazookas. It looks like Operation Wolf for the under fives but plays like a vet.

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Forum

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● Jiggery pokery

Recently I bought a Multiface II, and I found that on loading, a lot of |CPM games crashed. I delved into the manual, but I could find no obvious answer – even pressing the red button and then Return-ing didn't seem to work. Then one day, after trying to get this problem sorted out, I struck upon the answer. You press the Stop button and then go to the Tools menu, and then press 'H' for hex and POKE 2002,00.

This should sort out any future problems.

James Burr
Andover, Hants

I'll take your word for it James.

● Double trouble

Is it possible to use the Light Phaser with a 464 and DD1/Multiface by means of a connector panel or switching box? This would take advantage of the games supplied on disk, and also alleviate the need to unplug each time.

Could the FD-1 connector be utilised in some way?

M Flower
Warmley, Bristol



● Can you use an FD-1 connector to plug a DD1 drive and Light Phaser into your 464 simultaneously?

The extra FD-1 connector could only be used to add additional disk drives. It doesn't have all the necessary connections to add additional peripherals to.

Expansion doublers are available from a number of suppliers. To use one with the DD-1 disk drive, though, you must ensure that the cabling is short.

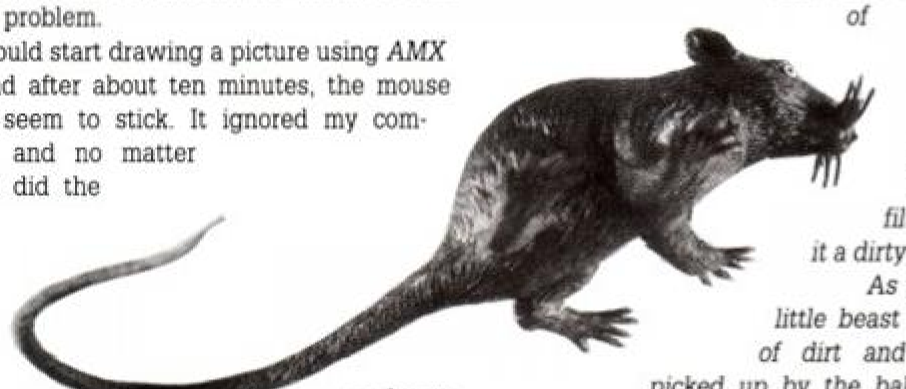
Length is critical when it comes to disk drives. If the cable is too long then the computer won't be able to read the information from the disk drive correctly.

● This mouse is dead

About six months ago I was given a mouse by a relative who'd decided to upgrade his machine. The whole package would've been about three years old when I received it.

At first, everything was fine. I drew countless pictures, saved them to disk, and printed them out. However, after three weeks of use came a problem.

I would start drawing a picture using *AMX Art*, and after about ten minutes, the mouse would seem to stick. It ignored my commands and no matter what I did the pointer always drifted towards the right hand side of the screen and stayed there.



I have tried loosening the rollerball, setting up the mouse differently, and countless other things, but after so long the problem occurs again.

My relative who owned the 464 has said that he had no problem with the mouse when he used it. After months of lying dormant in my bedroom, my mouse and art package have hibernated long enough.

Please help me solve this problem and restore my mouse to its full health.

Stuart Arnold
Halton, Leeds

Your mouse is filthy, Stuart! It needs mucking out! After three years of scurrying around on your desktop, it's picked up enough filth to make it a dirty rat!

As you roll the little beast along, bits of dirt and dust get picked up by the ball. The ball turns two rollers, one for horizontal movement and the other for vertical. It's not only movement that's transferred, though. All the grease and grime is too.

Open up the mouse. You should see the rollers have grotty, solid black tracks formed on them by years of accumulating grime. Scrape these off with the nearest pointed instrument to hand (being careful not to damage the mouse itself) and you should find that your mouse is as good as new.

● You're booked

I have decided to try and learn machine code. I have found no books in the bookshops of Bury and Manchester. Please could you suggest a book that shows the CPC memory maps and ROM subroutines. I would also be grateful if you could tell me where I could get it. Thank you.

Stephen Corless
Bury

Try Amstrad Adavanced Users Guide, *ISBN 1-85181-018-8. It's written by Daniel Martin, costs £8.50 and is published by Glentop Press. The address?* ***Glentop Press, Unit 11, Stirling Industrial Centre, Stirling Way, Borehamwood, Herts, WD6 2BT.*** *Tel 081 953 9292.*

● Free plug

I am writing to you for your advice. Last year I bought a CPC464 with colour monitor and I am now looking to buy a disk drive for it. But when I saw the price of the DD-1 drive I thought I might as well sell my 464 and buy a 6128 instead! Please advise!

I have also tried typing in *Hacker* from *AA43*, only to find 'missing next in line 20'. Please help or I might have to sell my 464 as scrap! Also, is there any difference between the Multiface II and II+?

Ian Charnock
Chorley, Lancs

Turn to the mail order pages of this issue! Our mail order person Jane Richardson has tied up a super-duper deal with Amstrad. The result being that we can offer people like you a DD-1 for just ninety green ones. 6128 owners can hook up a second 3-inch drive for just eighty quid. Jane tells me that they're in limited supply, and selling like the proverbial hot cakes, so you'd better be quick...

Your problem with the Type-In is that you've missed off a NEXT somewhere. Check lines 40 and 70. The difference between the Multiface II and the II+ is that one has a switch, and the other doesn't. I can't remember which one's which – rest assured, however, that this has absolutely no effect on the operation of the Multiface.

● Sticky situation

I have a problem with my joystick. It's a Cheatah 125+. When I press Fire it goes backwards and fires. When I pull back it does the same. My mum has opened it up and looked at it – to no avail. I think it's under guarantee, but I'm not sure. I've had it for about a year. Please help me!

Alastair Findlay
Seaford, Sussex



● Is your joystick doing funny things? It could be nothing more serious than the wiring.

It looks like you've got your wires crossed, Alastair. The Fire button and 'down' microswitches are evidently both connected together, operating both controls simultaneously. Have another look inside your joystick. The 'down' microswitch is towards the top of the joystick – make sure that there are no wires touching etc. Most joysticks carry a years' guarantee. However, opening it up may invalidate it.

● Mind your 'l's and '1's

Being a new member to join the ranks of home computer users, I would like to know if it is possible to distinguish (for blind people like me?) between the letter 'l' and the number '1'. The reason I ask is that I have been trying for ages to get your seemingly fantastic program *Type-Writer* to work, but even with glasses and magnifying glass, I cannot differentiate between the two.

Some type-in style of programs I have seen use a simple method, and that is to write/print them as such. L and 1, and then there can't be any mistake.

H M C Hall
Mansfield, Notts

The problem has arisen because of the font we have been using for Type-Ins. After the listings been selected on the CPC, they are sent over as ASCII files to our Mac-based DTP system. DTP is a funny thing, always trying to be helpful – especially when it's not needed. It does things like proportionally space letters according to their width. Fine for most text, but for listings, the lines go all higgledy-piggledy, and just don't look right. We had to use a special 'mono-spaced' font so that everything was spaced correctly. The only problem was, 'l's and '1's just looked the same.

I think we have come up with the answer, though. With the help of Future Publishing's Mac guru, Dr Ben, we've designed a new font for the Mac. It's a copy of the CPC's character set, so what you see on those pages should be what you get on the computer.

As a general rule, data statements which use hex numbers will use characters in the range 0-9 and A-F. So the letter L will not appear in those lines.

We obviously want to cram in as many listings as possible in Type-Ins. To do so, we have had to reduce the typeface used to quite a small size. I would welcome comments about this. Is the size right, or would fewer listings in bigger type be better?

1 l

● This is the old Type-Ins typeface – the '1's and the 'l's look very similar...

1 l

● ...and this is the proper CPC font – much better. (C'mon, course it is...)

● Red button blues

Here I am to the rescue of all those who can't load their software because of a vast array of ROMs and other hardware attached to their expansion port.

Some of you may have a program to free the memory the ROMs take up. Others simply unplug everything, wearing out the port.

This is a tip for the latter group of people who are Multiface owners. You'll kick yourself (maybe even causing bruising) for not thinking of this first. Follow these instructions.

1. Remove everything from the expansion port, except the Multiface.
2. Turn on the computer.
3. Press the red button on the multiface.
4. Press 'C' for clear, then 'S' for save.
5. Type in any file name, eg, CLEVER.KID.
6. Press 'D' for disk.
7. Return to BASIC, then switch off.
8. Slam everything back into the expansion port.

Hey presto. Mary's your uncle (after a sex change). From now on, simply load up this file and your memory's free for your software, with no expansion port blues.

James Neil
Wakefield

Seems like a good idea to me.

● Ghost in the machine

I have a 6128. A star LC10 printer and a mouse interface are hanging off the back of my CPC. The other night my dad was using *Mini Office II* to write a report on a lot of technical ga-ga, and he saved it, after printing, to disk. The next evening I catalogued the disk to see if I had saved a previous piece of work when I was confroted with:

```
DAVE    .SCR   17K
EXIT    .SCR   17K
```

This was very puzzling. I tried loading DAVE, but for DAVE to load I had to type DAVE.SCR. Not the normal procedure. When loaded, Dave was not there – just a lot of strange symbols that I didn't know existed. Then I cleared DAVE and loaded EXIT.SCR. After about 30 seconds of whirring, the program beeped and returned to the main menu. I pressed 'edit text' and was confronted by even more strange symbols.

I am certain that no-one has been messing around, there was never even a file on my disk called EXIT, and DAVE did not consist of strange symbols. How did those mutated files get there and how do I get rid of them?

Alec Bowman
Bury St Edmunds

Spooky! I'm sorry Dave, I can't do that. I think that the ghost from the HAL computer in 2001 has manifested itself in your machine.

A more down to earth explaination is that they are not Mini Office files – which is why the program can't understand them. I think that they're Art Studio files. Try loading them into Art Studio – you should see some pretty pictures appear. As for how they appeared, I expect they were just drawn ages ago, and you've forgotten about them. To erase them just use the command |ERA,"DAVE.SCR", and likewise for EXIT.

● Compile

As I understand it, a BASIC compiler translates BASIC programs into machine code. If this is so, why bother learning machine code? What are the relative merits of a compiler or an assembler?

G Waite
Leeds

Although a compiler converts an interpreted BASIC program into a series of machine code instructions, the resulting program isn't terribly efficient. A program written directly in machine code with an assembler will be many, many times faster than a compiled program.

● Go logo

With regard to David Murry's query in *AA57*, there is a basic listing for LOGO in *The Amazing Amstrad Omnibus*, published by

Interface. If he cannot obtain a copy, I should be happy to supply a listing on tape if he cares to contact me.

Paul Holgate
Enfield

The book was written by Tim Hartnell and has an ISBN 0-907563-82-1. I tried to find a current address and 'phone number for Interface, but with no luck. I can only presume that it is no longer with us.



● Jet set

With my limited computer knowledge I rely on your magazine for guidance on what I can and cannot achieve with my 6128.

Having checked through the last four years of back editions I have been unable to find any mention or tests on 'jet style' printers.

I have been offered a Hewlett Packard Deskjet printer and have been unable to obtain from local suppliers an answer. (other than – "May do! Perhaps! Should do!") as to its compatibility with the 6128, *Protext*, *Stop Press*, etc.

If you have reported on this type of printer or can offer any advice I would be grateful.

Brian Davidson
Great Yeldham, Essex

As long as the printer has a standard Centronics Interface it will work with your 6128. The method of how the printer produces output is unimportant. It's the connections that count.

Although you'll be able to get printouts from your CPC it's uncertain whether you'll get guaranteed results from software packages. Although most seem to work with standard 9-pin dot-matrix printers, there can be problems geting output – especially from art packages – to fit onto the page correctly.

● Missing link

In reference to Nicholas Gemesi's letter in AA57's Forum, Vine Micros (47/48 Hawley Square, Margate, Kent CT9 1NY, Tel 0843 2257124) supply a digital version of their PC to TV tuner system for connecting CPC and BBC monitors to TV. The CGA version, which I believe is the video card used in PPCs, costs £34.95+VAT, but he'll also need a 12V adapter, costing £5.75+VAT.

My friend has been using this system with his XT and has had no problems using it with an Amstrad CPC monitor. The only thing to point out is that not all the colours (or green shades) can be displayed on the CPC monitor, but the quality is good.

Do you know of a technical book on CP/M+, which deals with things like BIOS etc? I would like to alter the BIOS routines, which I cannot do without knowing what each one does!

Ben Davis
North Reddish, Cheshire



● With the right bits and pieces your CPC monitor can be hooked up to a PC.

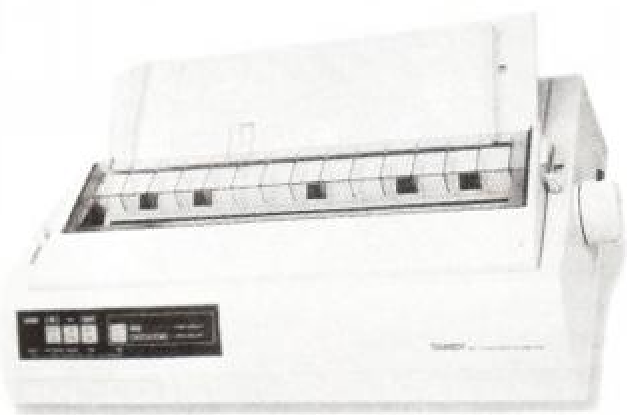
The Amstrad CP/M Plus *published by MML Systems limited ISBN 0-946443-09-2 and Digital Research's* CP/M Plus Handbook *published by Heinemann ISBN 0-434-90321-3 should both fit the bill.*

● In for a pound

I would be most grateful if you could help me with a problem between my printer and computer.

I've just started using a computer at a good old age of 28 years old (wish I was back at school). I haven't got a clue about computers, but I like a challenge, and I'm not giving up the ghost yet.

Anyhow, here's the problem. I have an Amstrad 6128 with colour monitor and a Tandy printer, model TRS-80/DMP-110. I have *Mini Office II* on disk, and the printer works fine with the word processor. When it comes to graphics it won't print properly – just a couple of scrambled lines. Also, when I type the pound sign (£) in, the printer puts a hash (#) in its place.



I got the printer from a second-hand shop for fifty quid, so do you think that the printer is faulty – my friend thinks that it's the disk to blame.

I'm thinking of fitting a second disk to my machine. Would I be able to fit a 5.25-inch disk drive onto my 6128? If so, would you recommend a model, and how much it would cost?

Karl Parrish
Rochester

I don't think that there's anything wrong with either your software or printer. I do think you'd benifit from getting hold of a manual, though. Different printers have different ways of doing things. The control code that accesses the graphics mode on one make of printer, could well be different on another.

A printer driver is a program that tells the software package you're using just how to control the printer. Mini Office II *unfortunately has no provisions for drivers other than the Epson-compatible or Amstrad types.*

Computers use what is known as the ASCII set. It stands for American Standard Code for Information Interchange. Being American, it origionally omitted the pound (£) sign. It became traditional to replace it with a hash (#). A DIP switch on your printer, or control code should set it right.

There are plenty of second drives available for your CPC. The 3.5-inch format seems to be growing more popular than the 5.25-inch, though, and the majority of manufacturers now favour the smaller format. Flick through the adverts in AA to find the best prices.

★★★★★★★★★★★★★★★★

● Transfer fee

After many years of loyal service from my 464 I've just upgraded to a 6128. I now intend to transfer all my software from tape to disk using Multiface II, but instead of using the built-in 3-inch drive, I would like to use a 3.5-inch second drive. As I already have hundreds of programs to transfer, I think it would be cheaper in the long run to buy a 3.5-inch drive with ROMDOS, than to keep transfering with a 3-inch disk.

I would be grateful if you could confirm for me that this is all possible before I lay out the hard-earned cash.

Kevin Sharp
Mansfield

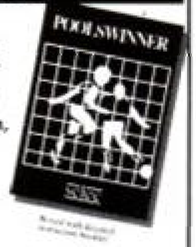
Bad news Kev. The Multiface can only be configured to work with the A drive. It isn't able to take advantage of the higher capacity of a second drive. You could archive Multifaced games to the 3.5-disk, but you wouldn't be able to run them directly. To play the games, you would first need to transfer them back to 3-inch disk.

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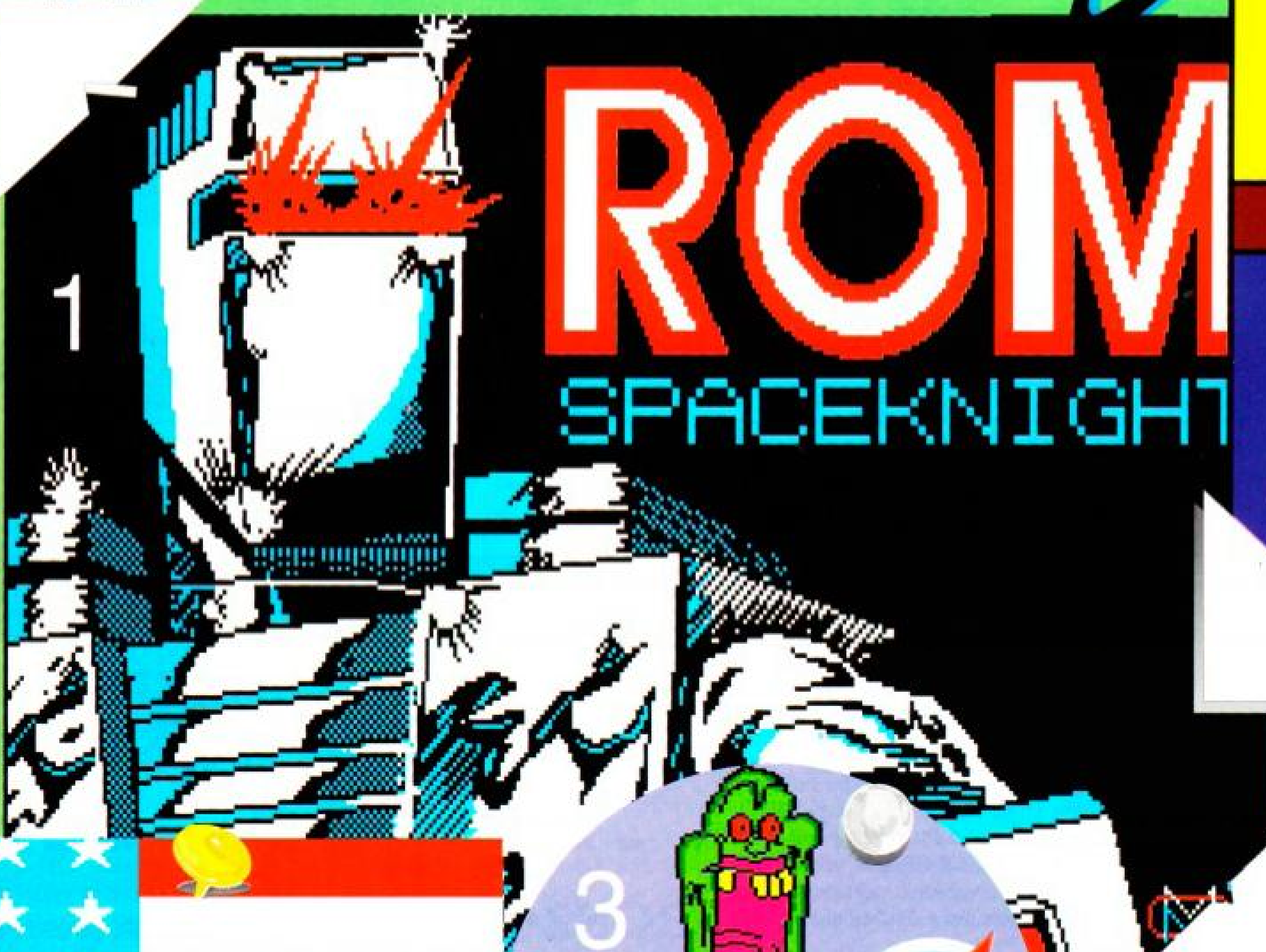
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This month's entries come from:

1 2 & **7** Martin McCanney of Swords, Ireland. Martin used *Advanced Art Studio.* **3** Stewart Colbourn of Aylesbury, Bucks. Drawn using the *DK'Tronics Light Pen.* **4** John Knight from Leicester. *Melbourne Draw* was used. **5** Russell Davey of Maidstone, Kent – an *Advanced Art Studio* user. **6** D.J. Hawkins from Bristol. Another *Advanced Art Studio* user. **8** David Tierney of Hamilton. David refused to tell us what he used. Hmm…




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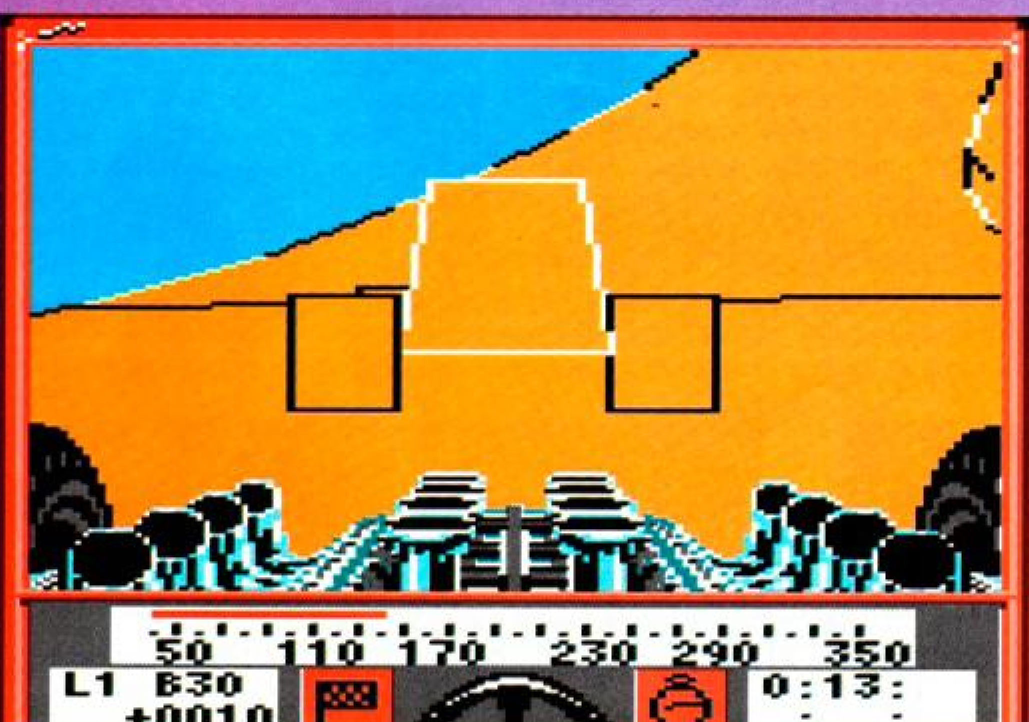
Action Test

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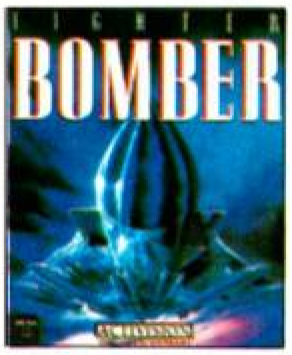
● Activision switches in the afterburners in *Fighter Bomber*. Find out why it rules the skies on page 36...



● Raff Cecco does it again with *Deliverance*.. Cutesy, colourful graphics and ultra-tough gameplay to test the best on page 53...

FIGHTER BOMBER

Activision● £14.99 cass, £19.99 disk joystick/keys



Happiness is a laser-locked target. Fear is a locked SAM. Trouble is they tend to coincide. *Fighter Bomber* gives desk-top-pilots a taste of both with an adventure in techno-war, as four nations try to bomb each other out of contention for the Curtis Le May Trophy.

Four classic *Fighter Bombers* sit armed, fuelled and ready to rock South Dakota. A McDonnell Douglas F-4E Phantom, a Panavia Tornado IDS, A Saab AJ37 Viggen and a MIG-27 Flogger D are yours to try and fly. State of the art low-level weapons delivery systems, they're all capable of incredible performance. Which is just as well, as somewhere out on the test range are ground forces with the latest anti-aircraft systems primed, ready to blow you out of the sky.



Bomber pilots have eight missions and a practice mode – the latter lets you get the feel of how each plane handles, how fast it can fly, how quickly it turns. In combat you must assess its suitability for the mission and each weapon's effectiveness

Bomber's missions get progressively tougher, the exercises simulating modern aerial warfare. The war zone is South Dakota and the missiles don't carry explosive warheads, but don't let that fool you, this is no pushover. The difficulty increases at the perfect pace to keep pilots on the edge of their ejector seats and scrap metal merchants stocked for months.

The emphasis of each mission is not – surprisingly – bombing things. Tents, tanks, buildings and people all get the treatment. Nowadays there's very little bomb aiming to be done, it's a case of arming weapons 25 miles out, 'locking' them on a target and letting rip with a video guided missile. At that range, though, it's hard to know whether the little white 'locked' target cursor is actually on that tank, or the office block behind it. And to dissuade cocky pilots from shooting everything '*just to make sure*', blasting the locals earns a taste of their SAMs as well as the enemy's.

It's the logistics of the game that make *Bomber* such a challenge. You've got to select the right heading, the right speed, the right height and the right weapons. Pilots must remember the little things like avoiding the ground, to keep an eye on the threat radar and fuel consumption. All very easy when the sky's clear but when you can hardly see the ground for incoming fire it's all too easy to hit a field with $20 million plough!

Each plane has different handling and instrument layouts. The Viggen, for example, is the fastest but falls like a brick if a climb's too steep. And instruments in odd places can be fatal if you don't spot that an infra-red missile's locked on to your afterburners.

The variety of weapons is limited but is all that is needed for the missions involved. Initially you're limited to a few air-to-air Sidewinders, a bunch of video guided Maverick air-to-ground rockets and a 30mm cannon. If the mission's incomplete and all you've got left is the old pop gun, you know you're in troub'!

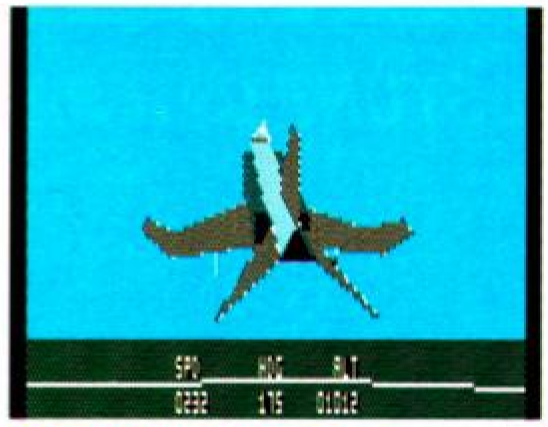
Modern warplanes are fast – stunningly fast – and to be a successful simulation *Bomber* had to convey the dangerous thrill of Mach 1 at treetop level! It's quick, and the screen updates with a smooth speed unknown to its forerunners. There's little real scenery, with no trees, few buildings and mountains that look like Egyptian leftovers, and the targets are simple blocks until you get real close.

This lack of landscape detail is balanced neatly by the amount of crammed in everywhere else. Numerous views of the plane are available for the pilot – although they're of little use apart from checking your wheels are down! Only the view from the airbase control

WOULD YOU BUY A USED BOMB FROM THIS MAN?

General Curtis Emerson LeMay - gave his name to the *Bomber* Trophy. He was a classic 50's classic cold warrior. He initiated the infamous low level firebomb raids on Tokyo that killed more people than either A Bomb and flattened the whole city. While as Strategic Air Command (SAC) Chief his solution to the Vietnam problem was "Bomb them back into the stone age!" (*very strategic! - ed!*). So one tip, if you win the trophy in a MiG make sure it's doesn't tick!





● Take off, as seen by the chase plane!



● Learn your planes – it could save a life.



● Blowing up your own control tower. A bit silly really!



● Greg starts out in a Viggen.



● And the little one said roll over!

tower is any help, because using its zoom function you can check which way home is!

Bomber succeeds as simulation but it has its puzzling points as a game. The missions are varied in theme and target, but can only be accessed sequentially. So, if you don't finish your current challenge, there's no chance to try a new mission. Which means if you hit a problem, you're stuck until you solve it.



When landing, try to remember the wheels

Vektor Graphics will amaze you with what they've managed to crammed into *Bomber*. It's crisp, clear, colourful and moves at speed which makes it the undisputed air ace. The sonics leave a lot to be desired with a few cursory whines, whistles and explosions. But then, that's what the volume control's for!

Fighter Bomber rules the CPC skies, it's quite simply *Chuck Yeager* with the added bonus of things to kill. To begin with the challenges are easy enough, but soon the difficulty escalates to an exceptionally realistic degree. Annoyingly, there aren't enough missions to last really good pilots, and beginners could well get get stuck on the earlier levels.

SECOND OPINION

"Easier to fly than most flight sims – and fast! You get to shoot things too, and that makes a good game great." RL

GREEN SCREEN

Some instruments are harder to read, but still playable.

AA's Ace of Ace's, Pilot's movie guide

1 - 633 Squadron: Low level thrills from the Mosquito boys.
2 - Top Gun: We feel the need, the need for speed!
3 -The Blue Max: Monoplanes, ha! They'll never get off the ground.
4 - Battle of Britain: Never, have so many owed so much to so few bad effects!
5 -Tora, Tora, Tora: Japanese fraternity prank goes horribly wrong!
6 -Apocalypse Now: Huey's, Wagner and Napalm, a classic combo.
7 - Dambusters : Who ya gonna call?
8 - Reach for the Skies : D B goes for the VC (and we don't mean in Nam!)
9 - Firefox : Skill plane, duff movie, great fun!
10 -Ace's High : Five go mad in the Somme while fighting the Hun.









Is that target I see before me? Well it WAS!

Fighter Bomber gives you the chance to play with the high-tech toys normally reserved for military personnel. Once mastered, little beats the thrill of an expertly executed manoeuvre that tests every inch of the plane's design. TW

FIRST DAY TARGET SCORE

Complete level two

The Verdict

GRAPHICS 91%

- ☐ Brilliant high speed 3D.
- ☐ So many views of so many planes!

SONICS 51%

- ☐ Tolerable tunes.
- ■ Its whine time.

GRAB FACTOR 69%

- ☐ Early missions are real easy.
- ■ A toughie for new pilots.

STAYING POWER ... 89%

- ☐ Six very hard missions.
- ■ Only six!

AA RATING 89%

- ☐ It's war and it's brilliant!



Take off and get straight to the heart of the action.



A rear view of the attack on the bridge

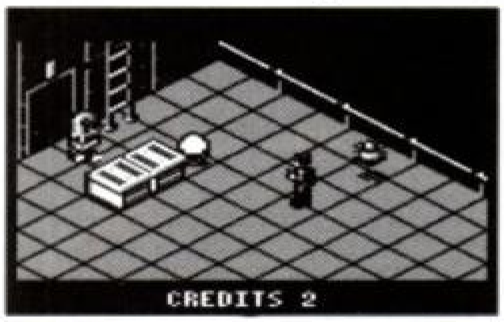


Out on the practice range the bridge takes a pasting.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

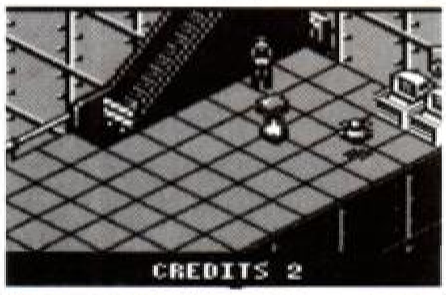
Domark ● £9.99 cass, £14.99 disk joystick/keys

The plot is simple. A bevy of beautiful girls have been abducted to Planet X by evil reptilons. A disgrace! Utterly immoral, and downright evil! Clearly something must be done. And you're just the man to do it – but time is running out!



● That bouncing ball can't be killed, so run!

A massive factory complex stands boldly against the flame-lit sky. Your eyes are fixed on that building and what you see sends a tingle down your spine. You see the place is absolutely crawling with robot monsters (Reptilons, actually). And they are waiting there just for you...



● Do you kill the 'bots or hit that switch?

Your objective in *Escape from the Planet of the Robot Monsters* is to rescue those enslaved hostages and then make your escape. Either one or two players must work their way through a large factory complex of factories, destroying as many Reptilons as humanly possible on the way.

To help you wipe out these mechanical monstrosities you have just a ray gun and a few bombs, but inside the lockers you find on your way there's food, extra energy, more bombs and even some special weapons. Also, some of the Reptilons leave behind green crystals when shot, and these crystals enhance your 'ray power'.

To make your way round the factories you'll need to use the escalators. These can only be activated by finding the power switches. You'll find one or two escalators on each level as well as a few ladders. Surely a factory run by robots would use elevators? Hmm...

The different levels you have to conquer each have a variety of hazards to overcome. These include deadly moving floor tiles and large metal spheres that'll flatten you in seconds unless you're quick. The robots come in all shapes and sizes, and each type has its own charactoristcs. One particular type resembles, well, a *Weetabix* man, complete with sunglasses. Amusing they may be, but don't you laugh at these robots for long or you'll end up cooking in a fireball!

Most of the robots encountered will keep re-appearing after they're shot, which makes your task twice as difficult. Plenty of shooting practice is needed to make much progress, and a hasty retreat is certainly advisable once you've cleared the screen. The obligatory end-of-level baddies put in an appearance too, but only every three levels. Probably just as well, as these are real tough critters. This is where the bombs come in – without them you're in for a rough ride.

You have three energy squares representing your life force, and once all three of these energy squares are lost – bang! – one life gone. You lose energy by clashing with the robots and in some cases you can lose a whole life in one go, depending on the nastiness of your opponent.

The robots aren't the only problem, either. The isometric 3D factory consists of series of raised walkways and platforms. Get too close to the edge and your little man falls off, only to hang on by his fingertips. Give him a few moments and he'll scramble his way back up again – a fun bit of animation, but since he's never actually in danger of falling off it's a bit of a time-waster really.



● Run into the girl to save her!

Whenever you come across a hostage you simply run into them to beam them aboard your waiting ship. Sometimes, however, they will be impr oned inside glass cases. You'll have to find t nearby computer console and then obliterate with your ray gun (real scientific stuff!) to s them free.



● Destroy those databanks for extra points.

Escape features a good deal of quality pr gramming. The sprites are well drawn and ai mated, and the graphics as a whole conjour t the style and atmosphere of the scenario we The isometric mock-3D layout harks back games styles of a few years ago, but it loo good and plays well, so don't let that put y off. Sound is good, too.

Overall, *Escape from the Planet of th Robot Monsters* is a polished and entertainir game. The one-player mode is good, but tl simultaneous two-player option will make f many a long hour of happy blasting. (Oh, ar don't forget the hostages...) Mark H

Robot Monsters: the untold story.

Escape from the Planet of the Robot Monsters is a tribute to those brave pioneers in 1950s Hollywood who gave their careers to the pursuit of naffness. Strangely enough, the film entitled *Robot Monster* was the best/worst of the bunch – a film so bad it's a 'Y' movie rather than a B feature. *RM* was made in 1953 by Phil Tucker (nominated as the worst director of all time) and was the thrilling tale of an alien invasion of Earth! The cruel fiends cunningly disguised themselves as gorillas in diving helmets, aiming to learn how to "be like the Human, to laugh! Feel! Want!". Anyone who's seen the movie would actually recommend a convincing costume, a decent script and a budget in execess of $3.47 as priorities! Defending the movie to last, Tucker claimed "I still do not believe there is a soul alive who could have done as well for as little money... for the budget I feel we achieved greatness!"



SECOND OPINION

"It looks a bit old-fashioned at first with that isometric 3D style, but it's very playable, great fun, and that two-player mode adds an extra dimension to an already fun game." RL

GREEN SCREEN

Loses a lot of its appeal.

FIRST DAY TARGET SCORE

Destroy an end-of-level Reptilon

The Verdict

GRAPHICS **82%**
- ☐ Bright and colourful.
- ☐ Detailed structure and layout.

SONICS **66%**
- ☐ Reasonable combat effects

GRAB FACTOR **76%**
- ■ Controls are difficult at first.
- ☐ Two-player exploration is fun!

STAYING POWER **80%**
- ☐ Lots to explore.
- ☐ High-speed excitment.

AA RATING 78%

☐ Have you had your weetabix?... You'l need it!

DYNASTY WARS

**US Gold ● £9.99 cass, £14.99 disk
joystick/keys**



● The cast of *Dynasty Wars*. A mean-looking bunch, but luckily they're on your side.





"Do not depise the snake for having no horns, for who is to say that it will not become a dragon", an old Chinese proverb says. Gibberish it may sound, but it's true. For it is writ large in the legends of fuedal China that four warriors overthrew an empire. They were considered harmless, the last remenants of the fallen Han Clan, but they became the legend known as the Dynasty Wars.

Individually they had no power, but fighting in two pairs they had the power to defeat the rebellious warlords who had dethroned their family. Now you have a chance to wreak havoc and let loose the dogs of the Dynasty Wars, and control these warriors on their quest for bloody vengeance.

SECOND OPINION

"Looks really impressive at first, so it's a shame the gameplay ultimately doesn't live up to the graphics. An original and interesting game, though." RL

GREEN SCREEN

Life gets even more confusing in a crowd.

The four Hans ride horseback into a horizontally-scrolling battlefield. They carry horseman's halberds with which to overcome their opponents. They're usually run-of-the-mill peasant conscripts and they provide no real challenge to the might of the seasoned soldiers of the Han clan. They attack with arrows and swords but only need a quick poke in the head to cut them down. Admittedly, they do come in waves but even these don't pose much of a threat.

The black sheep of this wimpy family, however, are the Generals. They ride horses and have weapons every bit as pokey as your own. They take an awful lot of killing, but with careful planning and deft riding they soon eat dirt, just like their troops.

In attack the hero you've selected – one of four on offer – can either fire short stabbing shots or, by holding the Fire button down, save up a real meaty blast. The little hits are good enough for the foot soldiers but the Generals deserve every bit of of saved power you can muster.

Shooting off the spear shots couldn't be easier – just line up the horse with the enemy and release the Fire button. The horses limit the direction of fire to forward and back, so the only thing to watch as you scroll along is how much power you've got in reserve and make sure you're in line with any incoming foes.

Dynasty Warriors also have another trick up their sleeve; tactics. In real life this would mean sneaking up behind the bad boys and slaying them with the aid of surprise. In China, tactics means magic. Using arcane powers (and a keypress), the Hans can call in either a firestorm or a rock slide. These are fatal for the ordinary footslogger, damaging to the generals and only cost you a few hit points to cast! The only disadvantage is that you have to wait until the tactics option is available, when a message appears by the score tables.

Each of the four warriors has special abilities and weaknesses. Generally, the harder they can hit something the fewer hit points – displayed on an analogue energy bar – they get. Both damage potiential and damage resistance can be improved by collecting orbs and shiny new spears during the battle.

That's it. A chop-em-up on horseback that consists of eight levels and one life per player.



● The foot soliders get nasty, so get chopping!



● Letting rip with a spear blast does the trick.

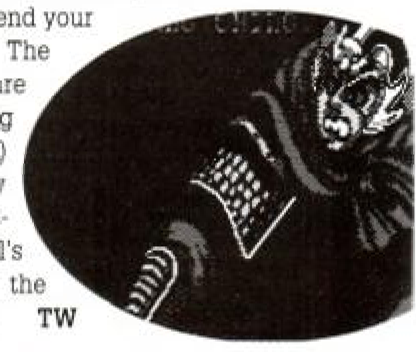


● Using one of the tactical landslides.

The enemy, while not dangerous individually, wear you down eventually by sheer force of numbers. It's diverting, with some smart 'Akira' style pics at the front end and a refreshingly different tune through out the game. The concept – albeit borrowed from the arcade original – is different too, taking the beat-em-up genre for a a quick canter. But the game itself is dull. Kill the footsoldiers too quickly and you have to sit around and wait for the screen to scroll on.

At the end of a level, life gets confusing as the sprites all merge into a seething, sword-waving mass. A necessary evil, as the range of colour is sacrificed for good graphics, but even bearing this is mind the problem's a problem all the same.

Dynasty Wars claims to re-tell the most bloodstained chapter in history, but if that's the case fuedal China looks quite a nice place to spend your summer hols. The backgrounds are pretty (good skiing on Level Three) and there's plenty of time to sight-see. And travel's easy if you find the keypress cheat... **TW**



FIRST DAY TARGET SCORE

Finish Level Three

The Verdict

GRAPHICS 71%

☐ Small, but detailed horsey sprites and riders.

■ Large groups get muddled with the backdrop.

SONICS 77%

☐ Good, original game theme.

GRAB FACTOR 71%

☐ Moderate pace and easy gameplay means instant appeal.

STAYING POWER ... 41%

■ Killing gets repetitive after a while.

■ Only one life!

AA RATING 72%

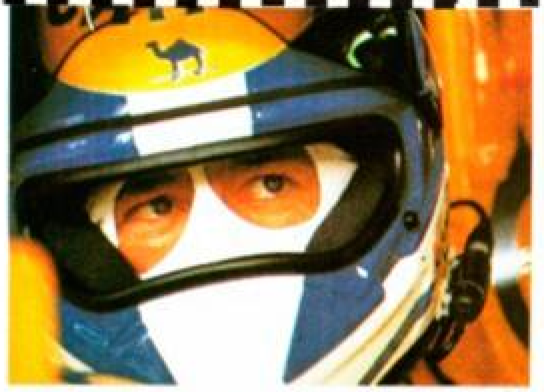
☐ Inventive, if slightly tame conversion.

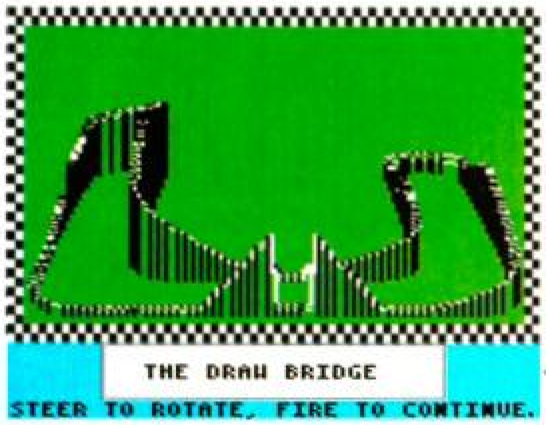


THERE'S NOWHERE
TO HIDE FROM...
SLY SPY
Secret Agent
MANY LAUGH IN THE FACE OF DANGER
BUT QUAKE IN THE SHADOW OF
SLY SPY SECRET AGENT
THE ARCADE
ACTION THRILLER
NOW FOR YOUR
HOME MICRO.
ocean
Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832
Telex: 669977 OCEANS G · Fax: 061 834 06

STUNT CAR RACER

Microstyle ● £9.99 cass, £14.99 disk joystick/keys/mouse





● A course for the clincally insane.

Hard Drivin meets *Chase HQ* – and the result is the truly awesome *Stunt Car Racer*. It brings you the thrill of an accurate driving simulation plus the sheer excitement of fender-to-fender racing, where everything goes, even high-speed ramming.

Set in some mythical time when F1 racing was banned for being bland, *Stunt Car Race*-ing is the new sport that has emerged to satisfy the public's need for thrills, spills and automotive antics. Short sprint racing around insane roller-coaster courses, the *Stunt Cars* are sand buggies with outrageous amounts of boost under the bonnet. The courses are the result of some funfair designer's worst nightmare, which means there's plenty to satisfy the public's lust for blood and your need for stunning head-to-head driving action.

The game itself is simple in concept. You're a driver at the start of a racing season, and thanks to the right incentives and crossing the correct palms with silver you've won a place in the *Stunt Car* League, albeit in the fourth division. Now your aim is to rise through the ranks and win promotion to the top of the tree.

There are three drivers per division, and each division has two different tracks. To win promotion a driver must earn more points than his rivals – there's two for a win and one for the fastest lap. Finishing top means more dangerous racing; finishing last means it's Swindon city, as you are dropped down a league.

The racing itself is where the art is. Towering above the countryside, the tracks are impressive with ramps, bumps and banked corners. The cars are winched up by crane with engines running ready for a drop start. Slowly but surely, the cars swing into position, seconds later they're dropped, with the power unit at full revs, the Boost button pressed to the floor.

AA MASTER GAME! MASTER GAME

SECOND OPINION

"The 3D graphics move really fast, but car control is well up to the on-screen speeds. Very playable indeed." RL

GREEN SCREEN

The special 'Mono' version is superb

When the chains release, the cars charge forward, flames licking out of the afterburners. As the two cars jockey for position, a small flag flashes on the dash – red if the other guys in front, green if you've nabbed an early lead. Each track starts with a straight, so there's always little to choose between the buggies as they scream towards the first obstacle. It's how you fare from here in that matters.



● Looks easy but isn't, that's track one.

Sweeping through the first banked bend, the cars can be seen going head to head. Your dashboard and engine stretch out ahead, and if the other guy's doing well you can see his motor as he overtakes. Of course, using the boost you can scream past him, giving a playful nudge in the process. Now it's your call – is it best to hassle from behind noting his line and speed, or blast through and trust to blind luck?

Feel that stomach-churning thrill of leaping high into the air off ramps, only to massively overshoot and land in the middle of the next corner. Crest hills and watch the nose dive down, as the track drops away from under your wheels. Scream in anger as an overly rapid approach to a reverse camber throws you clear of the track and spinning into space...



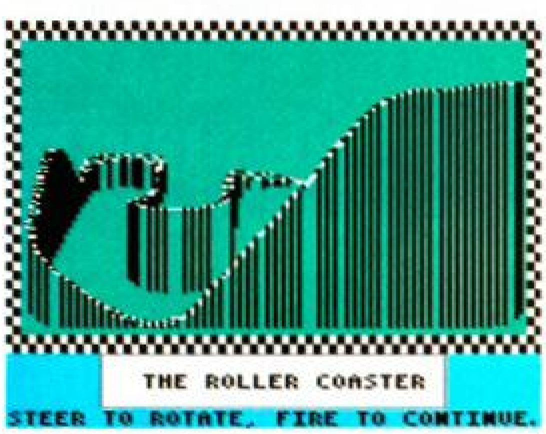
● A tough course, you can 'bank' on that!

Crashes are bad news. Firstly, they cost the race. A crane has to winch you back onto the track, and there's only time to do this once and still have a chance. More importantly, there's the damage it does. As you impact on the track, or hit the ground from a great height, a crack starts to grow in the top of your safety cage. After a really heavy knock, holes appear, too. If the crack reaches all the way across, the car's a wreck and it's race over. Luckily the crack's repaired between bouts, so the motor always has a clean bill of health at the start. A hole, on the other hand, is with you for the rest of the season!

The art of the game is knowing when to use your limited amount of boost, when it's best to leap a hill and when it's best to go slow and ensure you stay on the track. *Stunt Car Racers* have to balance the potential damage of smashing around the track and crashing into opponents, against the need to finishing in one piece.

There are eight crazy tracks to learn, each more improbable and dangerous than the last, and eleven speed freaks to beat. It's head-to-head to racing at it's best, meanest and most convincing.

Technically, the game's as stunning to look at as it is fun to play. The graphics are spartan, but are solid enough to be thoroughly convincing. The tracks are fast – real fast – and always easy to see (if not stay on). The right balance has been struck between reality and playability: the steering's self centring and there are no gears, but the vehicle movement is spine-jarringly accurate. The gameplay comes not only



● It looks horrible and is horrible.



● Is it a bird? Is it a plane? No it's *Stunt Car Racer*!



● Chains away! It's pedal-to-the-metal time...

from the racing, but the damage, the limited boost and the hugely difficult courses.

Stunt Car Racer comes from the Micro Style label, and with Microprose as a parent company, you know the game is going to be thoroughly thought out and implemented. *Stunt Car* has a special 6128 version, a special Green Screen version and can be played with an AMX mouse! Now that's attention to detail!

With the pace of the race, the smoothness of the screen updates, the variety of options and more playability than any one game deserves, it stakes its claim as one of the best games ever on the CPC! It's got a wicked hook and, with the 'save driver' feature, enough gameplay to last even the most ardent desk bound driver for decades. *Stunt Car Racer* is simply the best. Drive baby drive, put that pedal to the floor and go crazy. Why? Because you have to be slightly touched to even consider taking on the this crowd of speed nutters, but you'd also be nuts to miss the chance of this much fun shoehorned into one game! **TW**



● There's goes the other guy. Are you going to overtake now or wait your chance?



● Turbos on and speed up that hill.



● Ram him and win!

● Feeling airsick? Leap from ridiculously high ramps at ridiculously high speeds.



FIRST DAY TARGET SCORE

Win the fourth division

The Verdict

GRAPHICS 91%
- Superfast 3D racing.
- Spartan but special.

SONICS 03%
- Buzzsaw engines.

GRAB FACTOR 98%
- Anyone could pick it up in seconds.
- Eight courses to practice.

STAYING POWER ...94%
- The computer drivers are tough...
- ...and the courses are too!

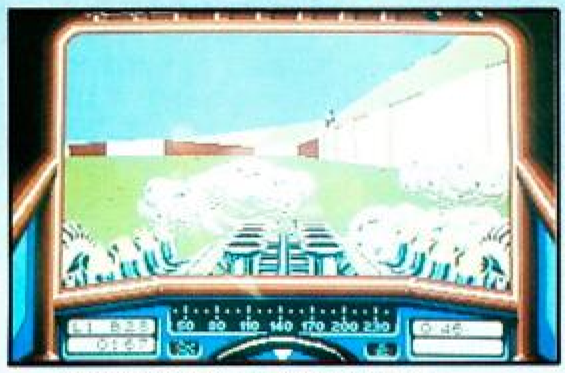
AA RATING 96%

- A truly stunning racing sim that leaves the rest for dead.

STUNT CAR RACER







SCREEN SHOTS MAY VARY

Step into the driving seat of one of the most wicked stunt cars around as a Stunt Car Racer. It's now up to you to prove just how good you are and to see whether or not you can ultimately become Division One Champion.

With a super-quick, turbo-charged V8 engine that will power you to incredible speeds, and long-travel suspension that enables you to soak up the bumps, your car really is an awesome projectile. The tracks are totally out of this world. Banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. In fact, you seem to spend so much time airborne, you could almost qualify for a pilot's licence!

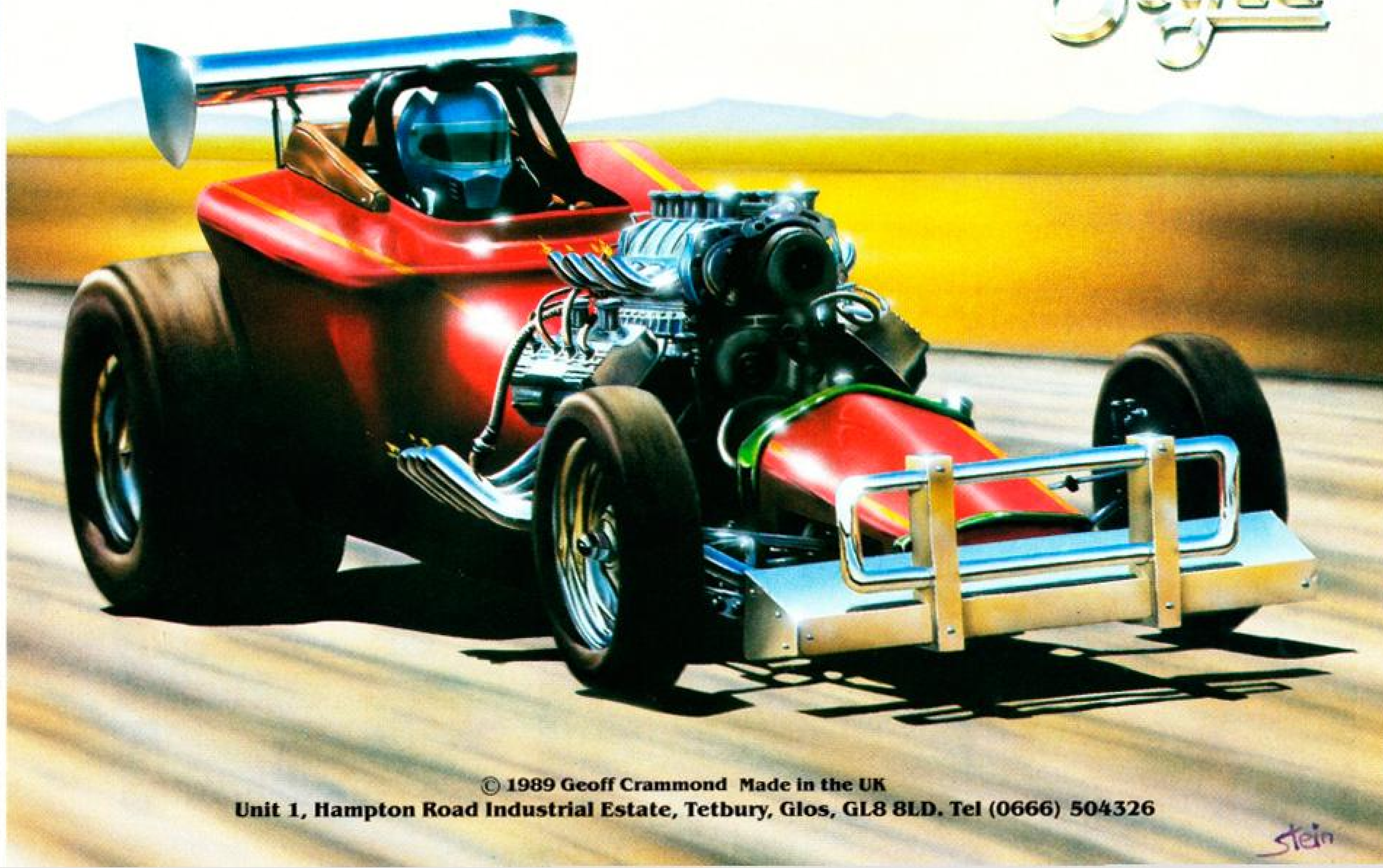
Battle it out on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game – it's all or nothing.

Stunt Car Racer – do you think you could be up there with the best?

Stunt Car is utterly brilliant and offers adrenalin-pumping, gut wrenching high speed action that'll keep you engrossed for months. C + VG.

Stunt Car Racer is available for ST, Amiga, PC, Spectrum and Commodore 64

MicroStyle



Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8LD. Tel (0666) 504326

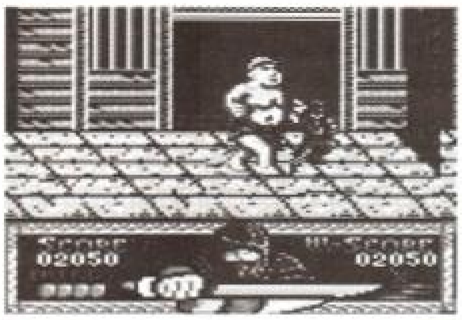
Stein

SHADOW WARRIORS

Ocean ● £9.99 cass, £14.99 disk joystick/keys

As quiet as a breeze and quick as the wind, a lone warrior slinks through the shadows with only one thing on his mind: to rid the streets of the bad guys that make the America what it is today.

But it's not street punks that are the problem this time. An Oriental demon has gone and possessed the strength of the biggest, baldest warrior around. He's brought a few friends with him, too – it's ghoul city.



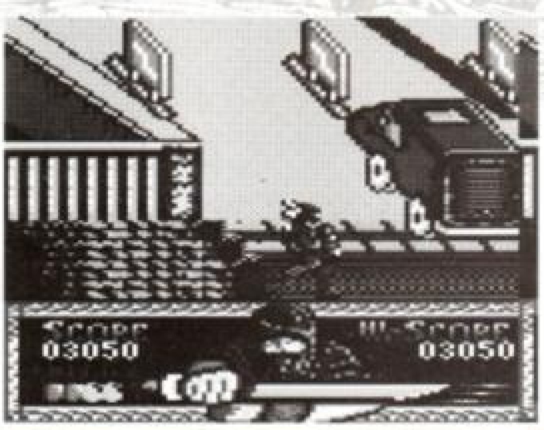
● The mandatory end-of-level baddie.

Shadow Warrior has a mission. He's out for vengeance, and anyone/thing who stands in his way is going to die.

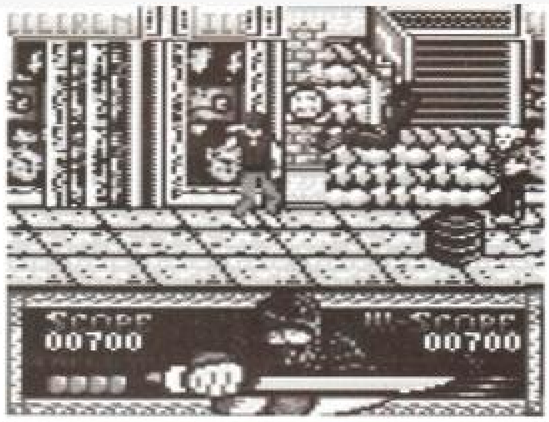
Shadow Warrior is a beat-em-up with a difference. There's none of this pull-down-and-left-simultaneously-while-pressing-Fire-for-the sweeping-back-kick business. SW can look after himself, and can take out the bad guys with only the slightest guidance from you. Push the joystick in the direction you want to fight and press Fire. The Ninja then launches into a series of punches, kicks and death-dealing blows with various other parts of his anatomy.

And he has a few other tricks up the sleeves of his polyester and viscose pyjamas, too. He can jump pretty darn high, for a start. Spectacular, but not necessarily that useful, as he lands in the same place again. However, being a Ninja with a vice-like grip has its advantages. He can grab hold of lamp posts in mid-flight, swing over the top with a couple of forward somersaults, land on the other side of his adversary and kick his brains out.

Shadow Warriors follows the same format as so many other walk-along-and-beat-the-enemy-to-a-pulp games. *Shinobi, Ninja Spirit, Double Dragon, Ninja Warriors*, they're all basically the same. Do in the dudes on the street, and meet a real mean mutha at the end. There's no exception in the scenario, so a couple of gameplay twists have been added instead. The backgrounds are slightly more interactive than the norm. As well as the standard platforms that you can walk on, there are



● Crossing the road – Ninja style.



● Swinging through the air with the greatest of ease.

also overhanging features that you can grab on to. Useful for getting out of trouble quick and, in later levels, it provides a novel way of getting across the road. The control system, too, has been greatly simplified. No longer do you need a brain the size of a planet to remember all those complicated joystick commands and actions. To fight, just press Fire and left or right, and you're instantly converted into a one-man killing machine.

The simplified fighting system is really, erm, over-simplified. It becomes a fighting game without the fight. Whoever gets the first punch in wins. As soon as you start your attack, you become a spinning ball of fury, and anything on the receiving end doesn't stand a chance. If they make the first move, though, then it's rare that you recover in time to avoid the big KO. Normally, this isn't a problem. Go into attack mode as soon as you see your enemy, and he'll blunder blindly into your path. Get two on screen and things get a bit more tricky. The crafty blighters try and manoeuvre themselves into a position where there's one on either side of you.

You have a side-on view of the action. Your main man can move into and out of the screen to a limited degree. His high powered jumps can get him on top of buildings, or he can grab on to overhanging surfaces and swing around until he gets bored up there. When the side of the screen is reach, it flicks to the next section. This breaks up the action a bit, but scrolling would have been preferred.

It's fairly easy to progress. As long as you manage not to be caught between two guys, then wiping the floor with them becomes a formality. When the ghouls appear on screen they are motionless, but they're not easy targets – kick and punch them as much as you like, they won't bat an eyelid. As soon as they do come to life, a few well-aimed blows and they're dead meat.

The end-of-level guardian poses no real problems. Deal with him the same way as you

SECOND OPINION

"Much easier than most fighting games initially because you don't have to learn the moves. Soon, though, you realise you don't have to learn anything..." **RL**

GREEN SCREEN

Tends to clash in places.



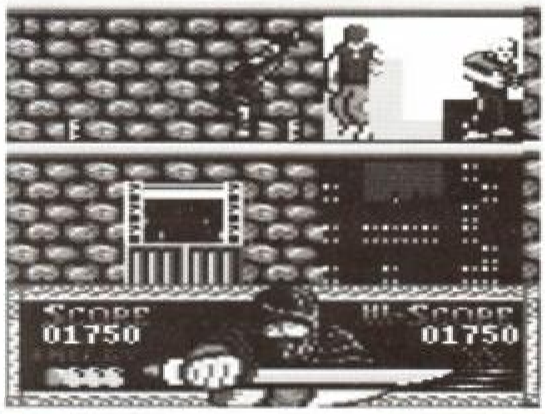
● Kick the enemy into touch.

would any other. He gets up a few times more, but get in the first kick and you'll get him every time.

Graphics are colourful and clear. Your chap dons the standard Ninja suit while the baddies dress slightly more casually. The backgrounds that interact do it well, and overall it's thumbs up. Sound is rather a different story. Limited in the extreme, it consists only of crude 'hitting' noises.

Shadow Warrior enters an already well saturated genre. It's better than some, but not as good as others. The lack of control over the fighting moves isolates the player from the action somewhat. It's not that it's a bad game. It's just that it doesn't offer anything that hasn't been seen on the CPC so many times before.

AW



● Taking on two guys is no problem – for a Ninja.

FIRST DAY TARGET SCORE

Fight your way to Level Two

The Verdict

GRAPHICS 80%
□ Crisp, clean and mean.

SONICS 20%
■ What sonics?

GRAB FACTOR 75%
□ A darn sight easier to control than most fighting games.

STAYING POWER...66%
■ Fighting is repetitive.

AA RATING 68%

■ Seen it all before.

KENNY DALGLISH SOCCER MATCH

Impressions ● £9.99 cass, £14.99 disk joystick/keys



Liverpool are the undisputed champions. Champions, that is, of the licensing and marketing ploy. They have several footie games to their name, with this one attributed to their venerable Scots Manager. Its release is curiously timed, as there is a skip load of World Cup games around, and *Kenny Dalglish Soccer Match* has no such international aspirations. Impressions must believe that, as the sport has had such a high profile recently, people will still be interested in games about it.

You play as the Red team. You can change the name, ideally to Liverpool. The Blue team are the opponents. Their name you can also change, ideally to something grossly offensive (such as Luton Town).

You can choose a 10, 20, 40 or full 90 minute game. The 90 minute option is for masochistic insomniacs only. Next you choose the skill level of both your team and your opponent. There are 10 levels, making little real difference to the gameplay. You then select either normal speed, which corresponds to slow motion, or fast mode, which merely seems lethargic.



● Football is clearly a hard game to master.

Mr Dalglish makes his first appearance before kick-off. He offers timely and varied advice to you and your team. If the phrases chosen are representative of Kenny's real pre-match spiel, then the reason for Liverpool's continued success is a mystery.



● Kenny despairs.

The pitch is viewed from vertically above, but the players are seen at an oblique angle, as are the goals. This curious mix is worthy of Max Escher, and makes judging the perspective a hit and miss affair.

SECOND OPINION

"Disappointing. Italia '90 fever is bringing us a wide range of soccer software but unfortunately this one does no justice to the game. Graphics and gameplay are poor and King Kenny's prematch advice really doesn't help matters at all." **Mark Hill**

GREEN SCREEN

Looks like a 22-man team with no opponents.

The game starts and a large, solid arrow indicates the man you currently influence. Joystick control is OK, but your other players stand around idly, perhaps still confused by Kenny's prematch pep talk. The computer's players advance mercilessly, sometimes past the goal and towards the stands. They aren't endowed with much intelligence, but as they look like the symbols indicating loo doors, this is perhaps to be expected.

The movement of the ball is the most annoying thing. It alternates from being a helium filled balloon to a lead-filled medicine ball. It occasionally swells to an alarming size, but this indicates that the ball is aloft.

As the frustration builds, you realise that fouls cannot be committed. Extreme violence against your on-field opponents has no effect, as the players run right through each other, confusing the area of play. A crowded goalmouth can look like large mutant jellyfish, as it seethes with men. When the ball goes out of play a peep is heard, and we are treated to a picture of a referee with a large bald head. This appears every time, and it soon loses its attraction (if it ever had any).

When Kenny's team scores, another picture is displayed, this time of the Great Man himself, in a suitably jubilant pose. The roar of the crowd is heard. This is the best sound effect in the game. If a goal is scored against the Reds, Kenny appears once more, but slumped, with his face in his hands. I know how he feels.

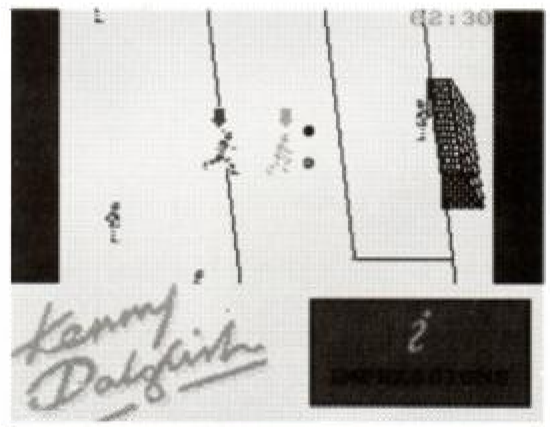
Generally, the sounds are nothing special: a tune plays fitfully during the level selection procedures while during the match, the ball bounces with the sound of a pebble on a corrugated roof. Considering its behaviour, this is strangely apt.

A two-player mode exists, with up to four players in a tournament. Having a live opponent increases the fun (which isn't difficult), but means that someone has to play without the benefit of Kenny's pearls of wisdom. This might be an unfair advantage – to the blues. Unfortunately, in the two-player selection the pause mode kept being triggered by combinations of joystick and keyboard waggling. Several frenetic goalmouth clashes were unexpectedly frozen, and tempers in the *Amstrad Action* office were soon frayed.

Overall, the graphics are simple, but not very fast. The sound isn't special either. But worst of all is the gameplay. The matches bumble along with no smoothness, and the ball control and movement get annoying. The players are fairly responsive, but those not under your control make no attempt to help you out.

Kenny Dalglish Soccer Match is a disappointing game. It would need to be special to get noticed among the plethora of football games, but it doesn't get a result. In a game of two halves, it simply doesn't deliver, Brian.

James Leach



● *Kenny*'s graphics are a long way behind the competition's.

Kenny's sayings translated...

1. Kenny says; "This game's important."
What he means; "Please win the match."
2. Kenny says; "We want a good result."
What he means; "Please win the match."
3. Kenny says; "Watch their number ten."
What he means; "Please win the match, whilst watching their number ten."
4. Kenny says; "Defence, keep pushing."
What he means; "Defenders, please win the match."
5. Kenny says; "Score the first one quickly, before they can equalise"
What he means; "My mind is going. I think I'm a tree."
6. Kenny says; " Zzzzzzzzz."
What he means; "I have become weary here on the sidelines, and slumber has overtaken me."

FIRST DAY TARGET SCORE

Finish a 20-minute game

The Verdict

GRAPHICS **37%**
■ Small and disjointed men.

SONICS **34%**
■ Just 'clunks' and 'peeps'.

GRAB FACTOR **41%**
■ Computer is easy to beat.

STAYING POWER ... **28%**
■ Quirks get frustrating.

AA RATING **33%**

■ Relegated to the fourth division.

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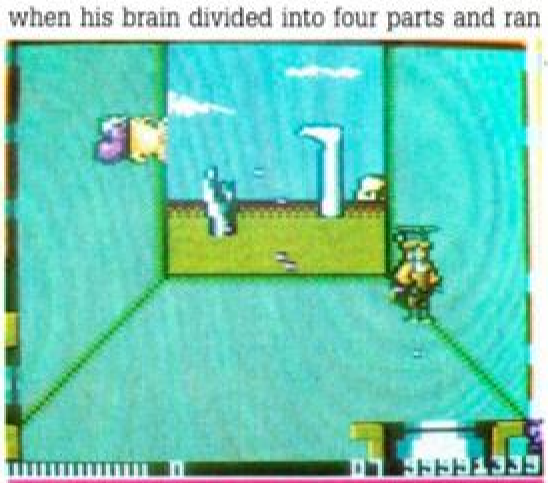


MONTY PYTHON THE COMPUTER GAME

Virgin Games

IT'S Monty Python's Flying Circus! And it's something completely different. A game, in fact, quite unlike anything seen before on the CPC.

D P Gumby was undergoing brain surgery in a bid to be accepted into the cutthroat world of Chartered Accountancy. Disaster struck when his brain divided into four parts and ran away. Three joined the *Buzz Aldrin Formation Dance Troupe* and the fourth is a film by Ken Russell. The only possible way he can get his head together again is to embark on a Spam hunt of epic proportions. Each quarter of his brain is hidden on a different levels and 16 tins of the gourmet grub will win it back, piece by piece. Two of the levels transform Gumb' into a fish for a slap-em-up (Gumby spitting fish to kill the Eric the Half a Bee and the like), two let him have legs in a platform challenge.



● Gumby cunningly disguised as a fish.

He has to overcome the completely unexpected Spanish Inquisition, ferocious attacks from vicious keep left signs and even dodge a rainstorm of dead parrots! And the great thing about the game is that it's actually funny! Could you take a game seriously that uses Lupins as smart bombs? You don't even score points you aim to lose them! Staring at 99,999,999, you have to get as low a score as possible to win. It sounds warped but in the world of the *Python's* it seems... well, sane!



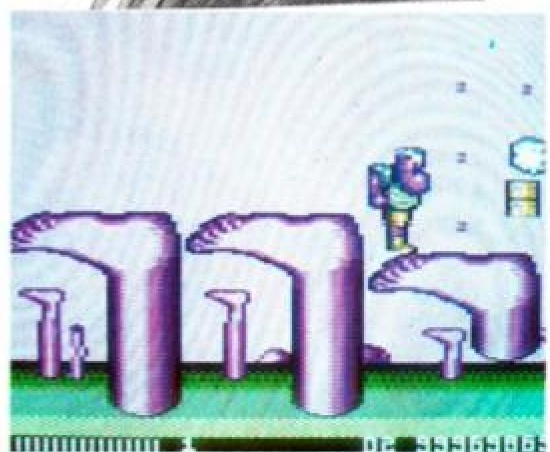
● Learning about parts of your body with Gumby.

The game's packed full to overflowing with Python references, but it also a looks darned tough game to finish if the preview's anything to go by. All we can do now is sit and wait 'till the end of next month when the game's released. Of course we could sing a song to fill the time. Altogether now, "*Spam, spam, spam, spam, lovely spam* ....(cont until page 72).

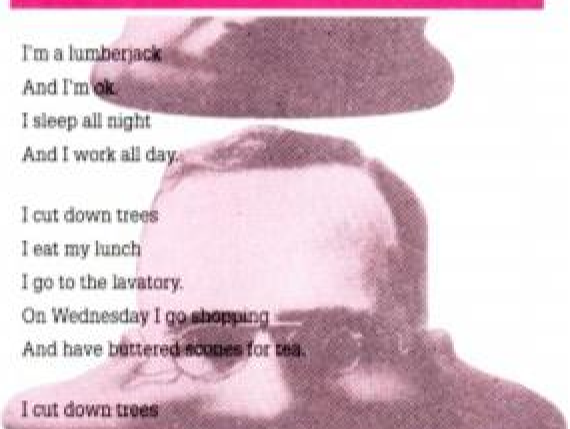


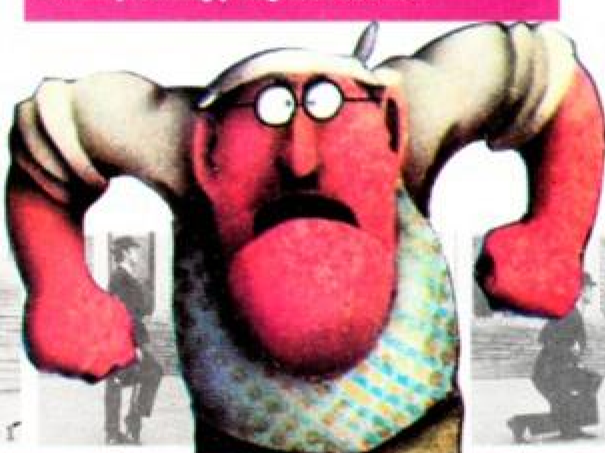
● Those heads look familiar.





● Spam, spam , spam, spam, spam, spam, spam









● Attack of the killer keep left signs.



● Watch out here come the 16 ton weights!



● Agghh, it's the Ministers of the Silly Walks!!!!!!






COMING SOON...
BACK TO THE FUTURE PART II ™
image WORKS ™
1
2
3
4
5
© 1990 MIRRORSOFT LTD © 1989 UCS & Amblin
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA

LORDS OF CHAOS

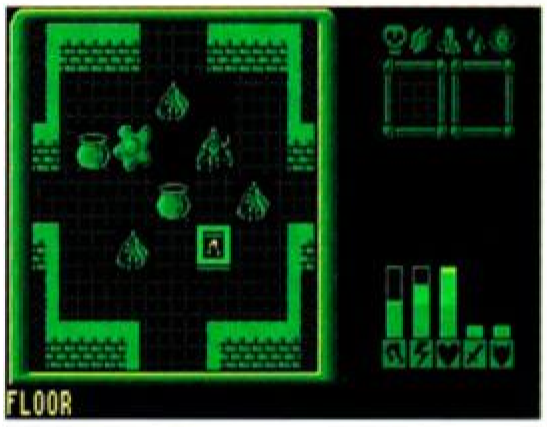
Bladesoft ● £9.99 cass, £14.99 disk joystick/keys



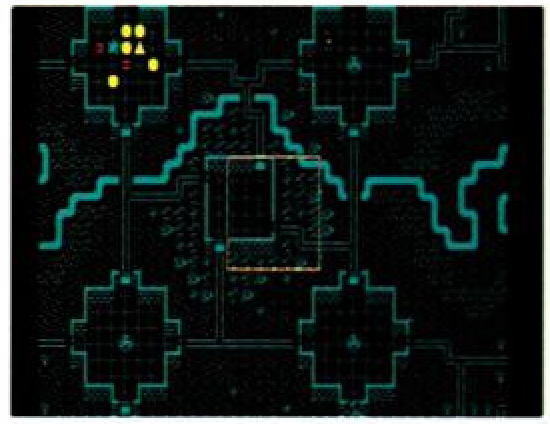
Long, long ago, when there was no war, the Arch Mages lived in peace together. They ruled in harmony, in a World without Flood or Famine. Then a catastrophe occurred. The World split, and the new Worlds were born. The mages had to use all the magic they could muster, just to survive.

Now things are different. The new mini Worlds are dangerous chaotic places, but the Wizards need to come out of Limbo to visit them for they are the source of their power. The Wizards no longer live in peace. They fight amongst each other. They can no longer share the World. There can only be one supreme ruler over the madness – the Lord Of Chaos.

Lords of Chaos is the long-awaited follow-up to *Laser Squad*. It is similar in many aspects. The graphic display is of the same type, and the arcade style strategy element is apparent too. There have been improvements, though. For example, the statistical information display has been up-rated. Bar graphs replace all those daunting numbers, and the side panel is looking far more graphical.



● Hidden in a room, the wizard creates some allies.



● The tactical map shows you what's what.

But the main difference is that *Lords of Chaos* is a role-playing game. Assuming you win, the central character can be used again and again in successive games. Every adventure played increases the character's experience, enabling him to learn better spells, and generally be beefed up. As your character develops you'll be able to take on more and more difficult scenarios.

AA RAVE! RAVE!

Laser Squad was at its best when played by two people. The designers haven't ignored this, and up to four people can compete in *Chaos*. Unlike *Laser squad*, where one player took control of the baddies, here everyone has the same objective: To kill anything that isn't on their side!

It's possible to design your own wizards. However, on the first few plays, it's better to jump straight in to the action, while you work out exactly what's going on. The computer will quickly knock-up a wizard for you, with the standard attributes and a random selection of spells.

There are three scenarios to chose from. In each you have to amass as many victory points as you can. These are attained by collecting treasure and killing! After a certain period, a portal back to limbo appears. It's for a limited time only, so your priority changes from wanton death and destruction, to running like a cat with a banger up its... (*yes, well, never mind – ed*). You have to reach that portal whatever the cost – if you don't, it will disappear and you'll be stuck for eternity (or at least until you restart the game).

The manual is big. Luckily, it has a tutorial section on learning how to play the game. Adventure number one is advised as the ideal training ground. It's called The Many Coloured land – an odd title for a scenario made up of four colours, all of them green! Each Wizard starts off in a separate walled enclosure. The first thing to do is conjure up a few friends.



● There's magic fire guarding the north, but what's that walking down the garden path?



● Grab that apple for a later spell.

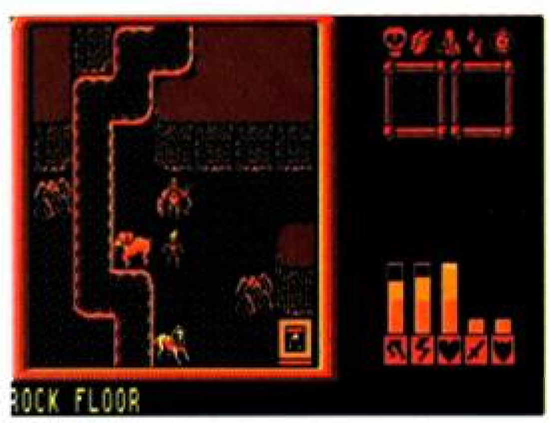
SECOND OPINION

'LOC is Laser Squad *with twiddly bits. Unfortunately, all the authors have managed to do is complicate the system with no real benfit for the player. Whatever* Laser Squad *might have been short on, it certainly wasn't gameplay!*

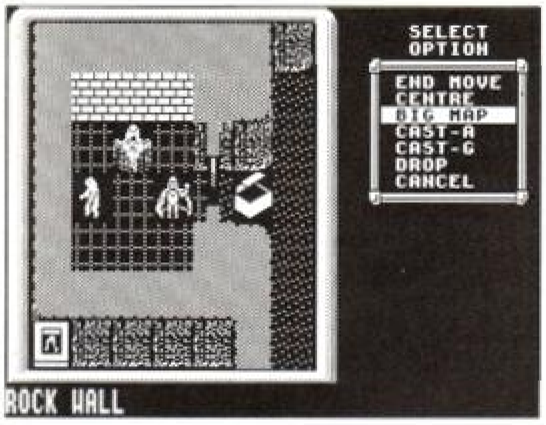
TW

GREEN SCREEN

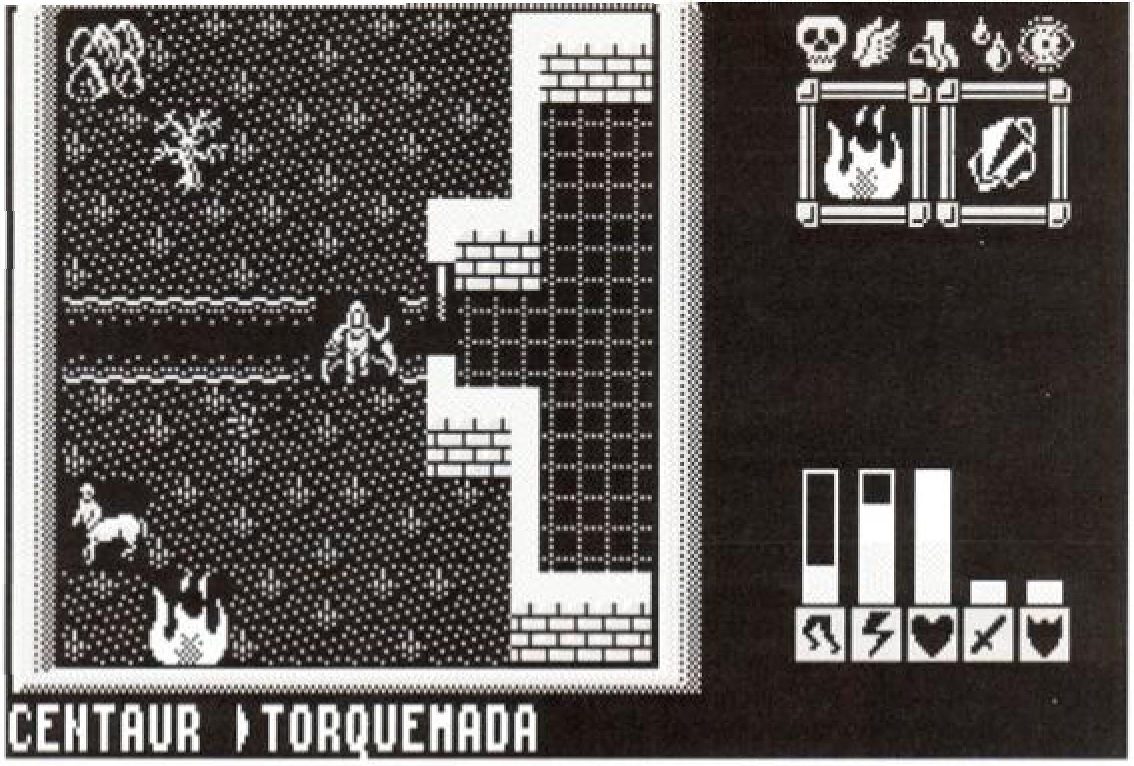
Magic!



● Now what use is an elephant in a cave?



● Using the Select Option you control the magic.

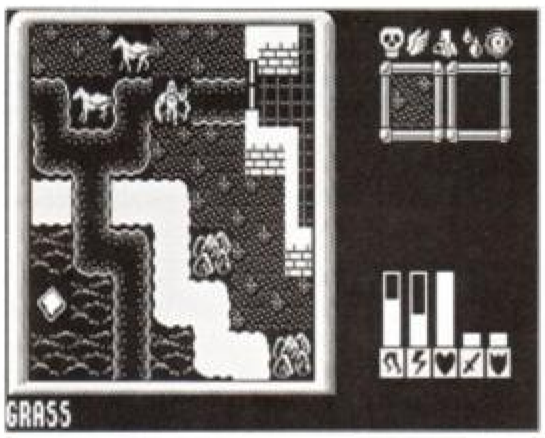


● The bar chart (bottom right) shows how many action, magic, health, attack and defence points you've left.

While your Wiz is the one able to cast magic, he's not so hot in one-to-one combat.

There are plenty of creatures to chose from. They all have different combinations of abilities and it's important to get a good selection. If you have an entire army of elephants then they'll be fine for trampling the enemy to death. Find a crossbow, though, and you'll find they just don't quite have the dexterity needed to use one.

You can't actually move on your first go, so that's the time to make friends. After that you're free to move around, open doors, explore – and fight! It won't be long before you



● Now what is that yellow thing on the grass?

have your first encounter. As well as the enemy Wizards and their cronies, giant spiders inhabit the forest that covers much of this World.

The Worlds are pretty small. The map wraps round, so if you move continuously in one direction, you'll eventually end up where you started from. It's made up from a variety of types of terrain, magic forests, bubbling swamps and fire-filled pits. No Wub-Wub trees, though. The map is shown a psuedo-3D style – a sort of overhead view with perspective. A line-of-sight system works out what you can see apart from the basic features. Creatures that aren't on your side, and objects that you can pick up cannot be seen – unless you can see them (what?).

The game is taken as a series of turns. Thus, you have a number of action points for each character where they can move around, pick things up, attack, etc. The characters are controlled via a menu system. An on-map cursor can be moved around, the map scrolling with it when you reach the edge. Pressing Fire brings up the menu. The options you're presented with depend on exactly what the cursor is over at the time. If it's one of your creatures you can select it, and then move it, or do some other task.

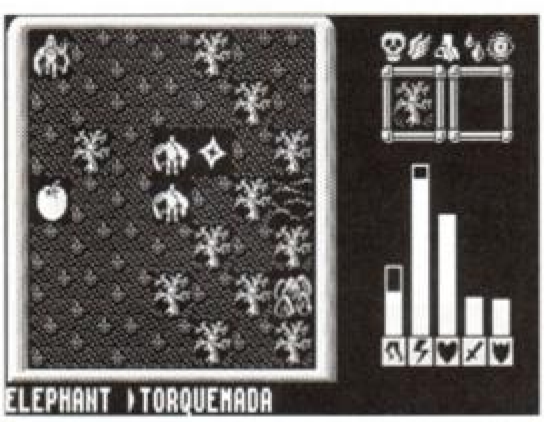
Once you've been humiliated by the computer a few times, and have got to grips with the way the system works, then it's time to generate a wizard of your very own, for which you'll need to go into the wizard designer section. And once you have made your idea of Merlin, you'll grow to love your little alter ego.

Your character is initially allotted 600 experience points. These can be spent on a variety of attributes and spells. Attributes cover such things as strength, movement, magical power and constitution. There are plenty of spells to chose from too. The figures need to be juggled around to pick a well-balanced wizard. It's no good spending all your points uprating the attributes if you don't have any left over for the spells. This system allows you to custom-design your wizard to be best for any of the particular scenarios.

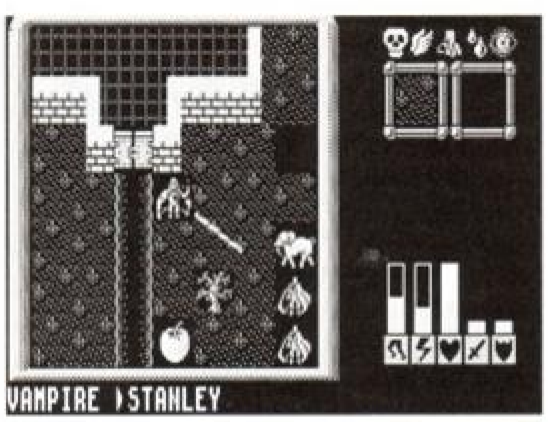
The graphics aren't awesome, they're functional instead. All the creatures have a simple two-frame animation, as do some of the background features. This adds life to the game. The four colour mode is used throughout, giving the graphics plenty of resolution. On the whole, they work extremely well within the context of the game.

Soundwise, there ain't an awful lot to say. There's no tune, and the fx are used sparingly, accompanying some actions, like spell casting and battle fighting. They're not really missed in this type of game though.

Lords Of Chaos has one hell of a reputation to live up to after *Laser Squad*. It's a complicated beast, and a lot of manual reading and getting killed is called for before you start to achieve anything. It lacks the instant appeal of *Laser Squad* – in that game, you may not win the first few times you play, but you cause plenty of damage trying. Get over the initial frustration though, and *Lords of Chaos* has plenty of scope. There's just so much to do, so much to learn, and so much game to play! **AW**



● There are spell components left lying everywhere.



● Blatting a vamp with a magic bolt.

FIRST DAY TARGET SCORE

Escape through the portal

The Verdict

GRAPHICS **78%**

- Simple but functional.
- Work well with the style of the game.

SONICS **23%**

- Very little in the way of sound.

GRAB FACTOR **62%**

- Daunting manual you *need*to read.
- Over-complicated?

STAYING POWER ... **91%**

- An icredibly deep game.
- Only three scenarios.

AA RATING 84%

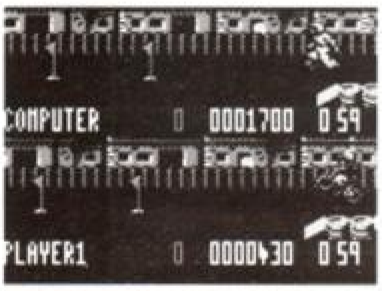
- Perserverance is necessary, but it's worth it.

RAD RAMP RACER

Mastertronic ● £2.99 cass
joystick/keys

Yo! Wicked! Get def and chill out. If you understand these terms, you will probably feel right at home with *Rad Ramp Racer*.

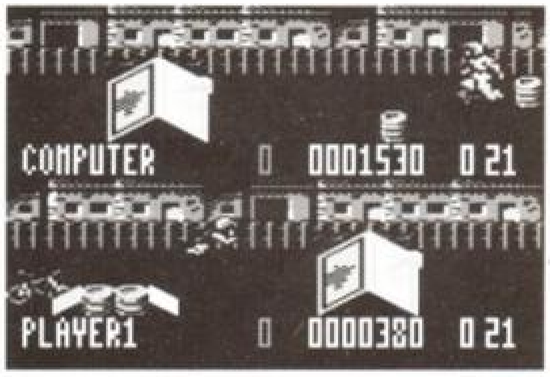
You ride either a skateboard or a BMX in a street competition. There are three different courses of ramps, jumps and obstacles to negotiate, and you have two minutes per course to accrue as many points as you can. The screen is split horizontally, and your opponent, either human or computer, rides on an identical course to your own.



● Radicality rules!

Mistakes result in a painful headlong tumble which would normally cause a radical street-wise hipster to run tearfully home to his mum. But your character just gets back on and continues, only having lost time.

The graphics are acceptable, with varying backdrops for each course. This is necessary because the courses tend to be very similar. An option does exist, though to define your own layout. (This results in *player-defined* courses which are very similar.) Jangly music continually plays, and every jump is accompanied by a zappy sound quite unlike someone landing on



● Ouch! The BMX rider goes base over apex.

a skateboard, but this might be due to the rider's inherent radness.

Playing another human is the best option, but the game lacks a really competitive element because of the split screen. Not being able to block, barge or biff your opponent is frustrating. You must content yourself with solitary, if showy riding. There is a lot of serious joystick waggling needed if you are to remain in control after take off. Slaloming round poles also requires a waggle, but the 3D perspective and the poor collision detection makes this the hardest manoeuvre of all.

If you ride the BMX, your opponent skates along, and vice versa. This makes no difference; they move and handle identically. The lack of variety with this, and with the courses results in flagging interest, despite the course designer.

If you like BMX or skateboards, *Rad Ramp Racer* certainly won't keep you off the streets.

James Leach

SECOND OPINION

"Very jolly, but ultimately limited. Not one of the gaming world's long-stayers." ***RL***

GREEN SCREEN
Slight loss of rad-ness.

FIRST DAY TARGET SCORE

2,000 points

The Verdict

GRAPHICS **67%**
☐ Nice litte details.

SONICS **20%**
■ Insidious tune.

GRAB FACTOR **68%**
☐ Easy to learn technique.

STAYING POWER ... **55%**
■ Do one McTwist, you've done them all!

AA RATING 58%

☐ Limited fun for the rad folk.

SUPERTRUX

Elite ● £2.99 cass
joystick/keys

The current trend for racing unsuitable vehicles against each other is reflected with this *Outrun* style 3D road game. Here, you are invited to belt across Europe from city to city in 30 tons of rolling iron. The "Supertrux Trophy" is at stake!

The cities hover enticingly on the horizon, but like many such games, are never actually reached. However, each does have at least one feature akin to the actual place, making them all different and in many cases recognizable. London has Big Ben, Paris the Eiffel Tower and so on.


● You're off!

There is competition from computer controlled slower trucks, which are limited to obstructing your progress. Other obstacles include piles of abandoned tyres, standing water and traffic cones. This, together with the juggernauts thundering along mindlessly, reminds one of many a real motorway.

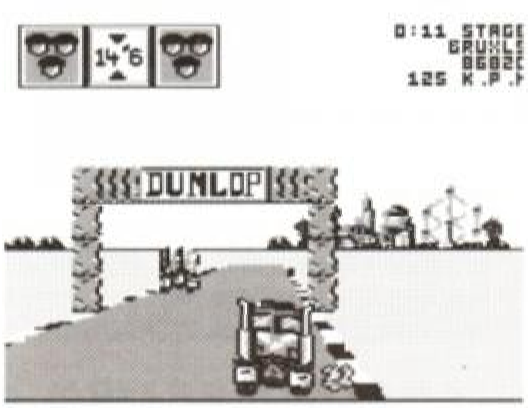
Hills crop up from time to time, and if you aren't careful you run the risk of hitting whatever is lurking on the other side. However there are occasional signposts to warn you of corners and approaching junctions. One route usually results in a rough ride along twisting, debris-littered roads, the other is a faster highway..

The graphics are bright and clean. Your truck is big, and continually rocks from side to side like a 2CV going over a cattle grid, and large advertising hoardings flash by on each side of the road.

Your 30-ton monster unfortunately sounds like a pinking moped when at speed, but crashes with a nice graunching noise.

Supertrux works well – and if you're good at it you can see a lot of European cities for £2.99.

James Leach



● Closing on the opposition in Brussels.

SECOND OPINION

"As a budget offering it's really very good indeed. The programmers have got the graphics moving at an impressive rate, and your truck handles with all the stodgy inertia of the real thing. Very good." ***RL***

GREEN SCREEN
Still playable.

FIRST DAY TARGET SCORE

Get to Paris

The Verdict

GRAPHICS **64%**
☐ Big and clear.
☐ Flicker-free.

SONICS **55%**
■ Weedy for a truck.

GRAB FACTOR **65%**
☐ Progressively harder.

STAYING POWER ... **56%**
■ Repetitive.

AA RATING 63%

☐ Great value.



● Fairy 'nuff, save that sylph now!



● The end of level baddie, kill him quick.



● Use bombs to kill large groups of demons.

DELIVERANCE

Hewson● £9.99 cass, £14.99 disk joystick/keys

There are legends and then there are LEGENDS. Raff Cecco's *Stormlord* fell firmly in the latter category. But if you thought that one was a doozy, then cast a critical eye over *Deliverance, Stormlord II*. The little wizard's back and he's in more danger than ever.

The story pits the *Stormlord* against an evil Black Witch who wants to enslave the winged folk. Stormy gets mad and sets out to get even with a fistfull of fireballs, a bag load of bombs and a sack full of stars. The saucy sylphs are being held in the very bowels of the Abyss. So, ahead of the magical mayhem master are six levels in which he battles his way from Hell to Heaven. The fight's fast, furious and far from from fair.

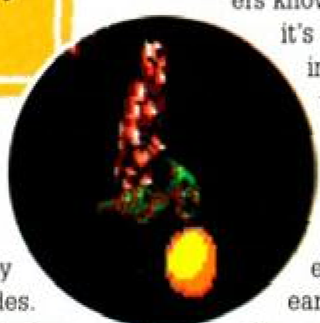
Stormy has to work horizontally through the firey pits and caverns of Hades. Bats, brimstone and other things beginning with 'B' await our hero. Leaping between platforms and over sulphurous pits, he can throw fire balls to toast the opposition and clear the way.

The motive force for this foray into flame city are the fairies. The bottom of the garden gang have to be rescued. To save a fairy, *Stormy* only has to touch them and they escape in a shower of appreciative love hearts (yuueechh - ed!). Such rescue bids are fraught with danger. In a final solution to the fairy problem they are being dropped into a furnace, which makes missions of mercy a mortifyingly dangerous day job. The only safe platforms over these pits are bubbles, so there's not even anywhere safe to jump from. It's that lethal.

Other adventurers have tried, and died, to escape Hell. Their dropped weapons make staying alive for longer than 23.6 picoseconds feasible. Five are on offer and each has a particular effect, so cunning use of firepower is encouraged. Bombs take out large numbers of foes but are a pain to aim, while bouncing stars ricochet about splatting any demon stupid enough to get in the way.



Pure strength of weaponry is never enough in a Cecco game. Masses of millimetre perfect jumping, dodging, ducking and diving is necessary to stay alive. *Stormlord* can actually leap to three different heights and his *Deliverance* depends on players knowing exactly when and where it's safe to stand. All while fending of fanged fiends in the their thousands.



Thrown into the melee are some excellent sub-sections. *Stormy* gets some wings if he catches dragons eggs. While extra lives can be earned by helping the fairies further, rescuing even more of the sylvan folk between levels. They tip him with a gold coin, ten of which gain him an extra life. Which is just as well, because by this time the life expectancy of our hero is zero.

Deliverance looks exactly like any other Cecco game, brilliant. The graphics capture that hothouse furnace feel that is mythically Hell (*just like our new offices then - ed!*). A few of the demons from *Stormie's* first outing are back, but so are some new and exceedingly gruesome friends they've made in the meantime.

The sounds exhibit the same attentive coding work so obvious in the rest of the game. The music fits the theme, laden with pacey menace and the effects exhibit a satisfying explosive roar. What's more they've wired up the pause button so as the game freezes the theme music cuts back in. No big deal really but a neat touch.



The big problem with *Deliverance* is that it's almost too hard. For all its graphic allure, you'll soon be screaming in pure hatred at your CPC. Even with eight lives it takes eons to get anywhere. There are so many hazards piled on top of one another that you'll take hours just learning what traps are where. With perseverance it's possible to progress, each time getting a screen of two deeper into the game, and further out of Hell. If you're looking for one of the stiffest arcade style challenges ever, Deliverance is the answer. It's a hard one, but beatable, eventually. **TW**

SECOND OPINION

"Deliverance is such a pretty game. The backgrounds, sprites, even the incidental grphics are simply scrumptious. It's falls into the same trap as its predesessor though, and despite the nine lives, It's just too hard." AW

GREEN SCREEN

Ruins the atmosphere but perfectly playable



● Jump for that bubble, it's the only safe route!

FIRST DAY TARGET SCORE

See the end of level one

The Verdict

GRAPHICS **90%**

- Beautiful fire and brimstone.
- Great mix of horror and fantasy.

SONICS **88%**

- Great music and effects.

GRAB FACTOR **77%**

- It's very hard...
- ... but that can be a spur.

STAYING POWER ... **88%**

- Tough going and gets tough.
- A password every two levels.

AA RATING 89%

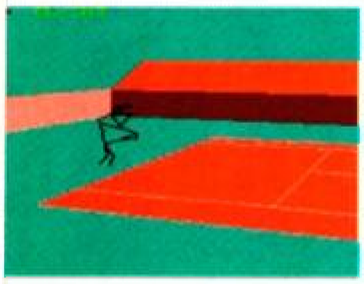
- Another Cecco corker, but is it too hard?

INTERNATIONAL 3D TENNIS

Palace ● £9.99 cass, £14.99 disk joystick/keys

Forget strawberries, forget Dan Maskell, this is tennis like you've never seen it before. This is *International 3D Tennis*, with the emphasis heavily on Tennis first, the 3D second and the International bit following up way behind.

The first thing that hits a wanna-be Lendl is the look of the game. It's weird! The pipe-cleaner men have attacked and taken over Wimbledon. The reason for this is in the game's name: 3D. The gameplay's based on the the behaviour of the ball as actually happens on court, so the players and the pretties have to come second.



The options on offer for a player are numerous indeed. You can play on every surface from carpet to grass and go from practice to a whole season of ball bashing. But then virtually every tennis sim ever has had these features – what's different is the amount of control you have when the games on.

On court, the flexibility of the 3D system comes into its own. Players have a choice of four different skill levels which affect the way the game's actually played. Beginning on Amateur you don't have to move the man and when the ball's in range he flashes to give a subtle hint that it might be a good idea to hit it. With the CPC lining you for the return shots, you know that the play will be good if you can time the strike right and put the ball in the right place.

> **SECOND OPINION**
>
> *"Totally weird. Get past the wire frame sprites, though, and then tennis itself is excellent. Easy at the lowest level, very tough at the highest, it should give every gamer a run for their money." RL*
>
> **GREEN SCREEN**
>
> *No loss of vision.*

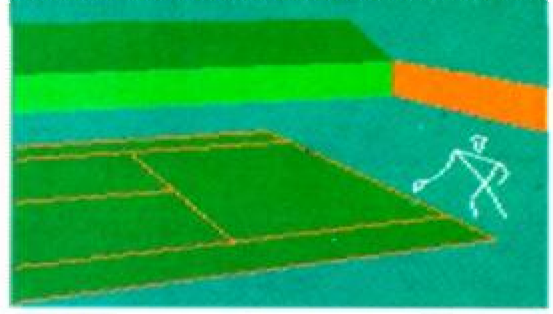


The position of the joystick determines where the shot will go. The court is divided into 9 imaginary sections and pushing the stick in the correct direction makes it head away from your opponent, leaving him no chance of returning the shot. In fact, apart from this, all you can do on Am' level is control how close to the net you want to be.

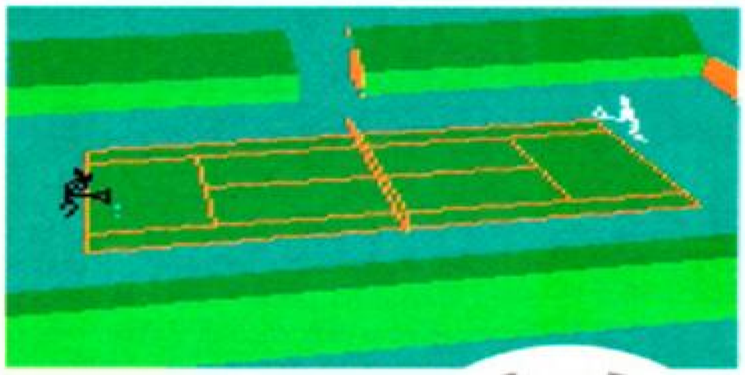
On Semi-Pro and Pro level the you also get the benefit of Supaserve. This little number helps you drop the ball in awkward places on court while serving, thus making life particularly hard even for the computer players. Life gets a tinsy bit trickier for the Pros, though, because now you have to choose when you want to hit the ball. The player no longer flashes, but you're supposed to be skilful enough now to know when all by yourself.



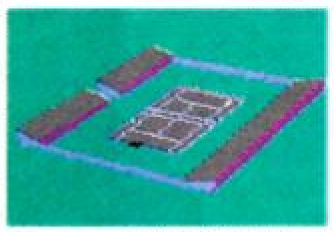
● Winding up the backswing for your serve.



● Player One goes for a topspin lob.

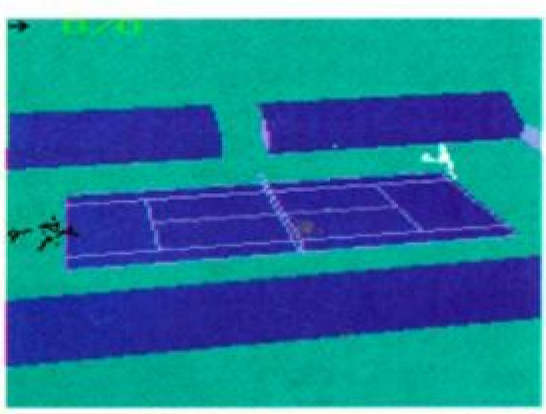


The final leap is to Tennis Ace. Now the fun really begins and *Int 3D Tennis* really comes into it's own with the option of laying some serious spin on the sphere. Pressing the stick after the ball has been hit gives you control over the bounce when it hits the ground. Press the Fire button a second time and press forward for top spin giving the ball fast, low bounce, or pull back for back spin and some unexpected high slow bounce. Now you've the abilities, all you need is match practice.



All very nice, you may think, but how does it play? Intially the stick men are off-putting but eventually start to look normal, as you get to grips with the complexities of modern tennis. Once you've gained a basic grasp of the game's parameters then you can get cracking on the tennis itself. Luckily, it's easy to learn; in no time you'll get the feel of how to wrong-foot the other guy, how to out-spin him and how to serve up ace after ace. That is, of course, until you get to the tournament or the season, when as if by magic the players suddenly get a little more competitive.

Int 3D Tennis is a novel approach to a game which has been done to death already on the home micros. The use of 3D is not only unusual but effective, allowing much greater control than is normally seen with filled sprites. It makes winning more dependant on skill and less on luck – a very good thing.



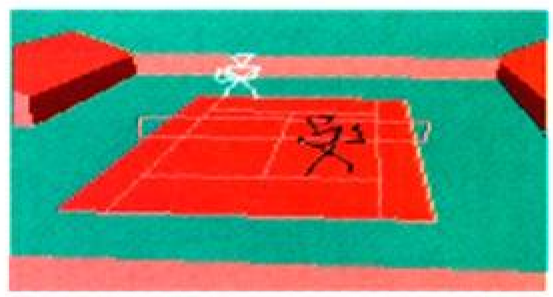
● Better than TV – watch the play from any angle!

The graphics, however, are the weak spot of the game. Understandably limited by the format, the sprites still look like refugees from an earlier (stone) age of gaming. Everything else, however, is so well done that you can almost forgive them.

If you want a tennis simulator and not a tennis imitator then this is the one for you – especially if reality and not pretty sprites are your bag. There's subtle gameplay by the lorry load.

As a package, however, the same old problem rears it's head time and time again – it just doesn't look good. It's certainly clever, but it ain't pretty to watch.

TW



FIRST DAY TARGET SCORE

Win a match

The Verdict

GRAPHICS 78%
- ☐ Stunningly clever 3D with multiple views.
- ■ Awkward to watch.

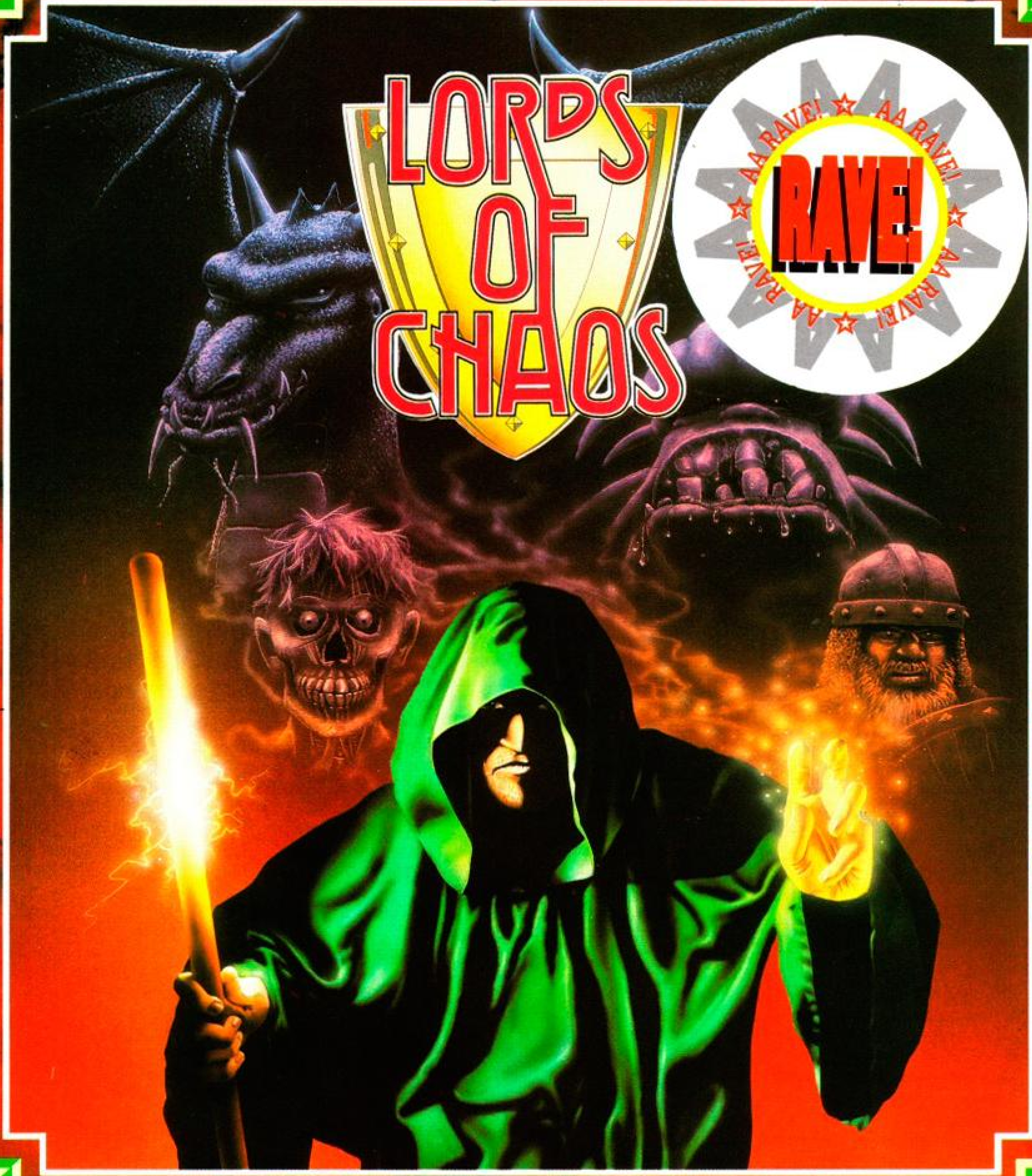
SONICS 77%
- ☐ Isn't that the Beeb's tennis jingle?

GRAB FACTOR 61%
- ■ Off-putting pics.
- ☐ Almost too real, but the CPC helps out.

STAYING POWER 89%
- ☐ There's so much subtlety to the game...
- ☐ ...it'll take months to become a real ace.

AA RATING 81%

- ☐ The most realistic tennis sim ever.



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Available: Amiga £24.95, Atari St. £19.95, PC £24.95, C64/Amstrad/Spectrum Cassette £9.95, Disk £14.95.

Balrog



Essential tips – and more – from the Dark One

Dungeons, Amethysts, Alchemists etc *II* is here!

For fans of the cult adventure game *Dungeons Amethysts Alchemists n Everything* (perhaps the longest adventure title ever?), the follow up has been written – *DAA II: Carrion Questing.*

The Balg recently saw the Atari ST version running and was impressed; the Amstrad conversion should be with us soon.

Billed as the biggest, baddest, bawdiest, most exciting experience you can enjoy (legally) with two hands and a home computer, it has a unique new game feature known as the Boredom Detector (TM) – which means that, for the first time, an adventure can get bored with you before you get bored with it!

The original's twisted humour is still there and the game looks like a winner. For more details write to **Streetwise at 37 Saltwell View, Saltwell Park, Gateshead, Tyne & Wear.**

EDITOR WANTED!

Do you want to be the editor of *Adventure Coder*, the adventure magazine especially written for adventure game authors?

To fit the bill, you should be enthusiastic about putting together a monthly magazine, be excited at the idea of seeing your efforts in print, but you also must be prepared to go it alone in between issues when you may be receiving letters every day about *Coder*. They all need answering.

If you are interested then write today to the present editor, Chris Hester, at 3 West Lane, Baildon, West Yorkshire, BD17 5HD.

Harlequin & Steel folds

Harlequin & Steel, the latest adventure club, has folded after the first issue due to a poor response, despite the "extensive market research" carried out before its launch. All members have been fully reimbursed. It is a shame to see a club fail so quickly, especially as the Balg felt Inter-Action had potential, but such is the way of the computer world.

Anita Sinclair Reveals All!

After months of talks and meetings, Anita Sinclair (Managing Director of Magnetic Scrolls) has finally decided to reveal all for the members of Official Secrets, the adventure and role-playing club!

Steady on, though – what this revelation *actually* means is that Official Secrets is to produce the long-awaited solution books for the entire Magnetic Scrolls range of adventures (i.e. *The Pawn, Guild of Thieves, Jinxter, Corruption, Fish!* and *Myth*). The clue books cost £2.50 each but of course you have to be a member of Official Secrets to buy them. For more information, read the adventure club round-up in *AA55* or call John Trevillian on 0279 726585.



● Anita Sinclair's secrets are out!

Contacting the Balrog

If you wish to write to the fanged fiend, then address your letters to The Balrog at our normal *Amstrad Action* address. The Balg welcomes letters on all matters adventurial and any suggestions or contributions you wish to make are welcome.

Clue Sniffing with the Balrog

This aromatic selection of clues comes to you from Howard Swains, Ken Stokoe, Mark Cassell, Ian Howlett, Jerome Young, Stuart Whyte, Claire Smith, Jim Struthers, Jay Beddow and Mark Richards – may they all live long and prosper...!

Andy Capp

To get your benefit card, buy the *Daily Mirror* from the news-agents and give the paper to Flo. You must wait 'till Wednesday to sign on, so do some other tasks while you are waiting.

Colour of Magic

Part 4: Get all the bottles of rum, then, starting at the drunk sailor, leave one bottle per location leading to the edge of the ship. Get the bucket, the sailor should fall overboard. Climb into the boat and keep bailing it out.

Dracula

- In the coach, look in the woman's eyes.
- Look around in the courtyard to find staircase.
- Feel inside bat's mouth at the doorway.
- Examine table to find bottle, break bottle, get shard of glass.
- Cut the drawcord on the dining room curtains to get a rope.
- In the post office, examine compartment S in the letter rack for a valuable clue.
- When you are sitting at the table holding the menu, save the game and then ask for bacon (don't have a drink), then go up to your room, sleep and then...

Frankenstein

Plug leak in boat with hemp then repeatedly bale out boat to cross the lake.

Gnome Ranger (especially for Simon Avery)

To get the bridle examine the rock, drop everything, lift the rock, get bridle then get all.

Hitch Hikers Guide to the Galaxy (especially for Len Dean-King)

- Keep on hitting the cliffs? Steer toward the spire.
- To get the babel fish in your ear, hang your dressing gown on the hook to cover the hole, use the towel to block the drain, get the satchel to block the panel and finally, put the junk mail on top of the satchel to give the upper-half-of-the-room cleaning droid some junk to collect.

Knightmare

- When taking potion, make sure you have an open exit near you or the wizard and his cronies get you.
- The fat is in the kitchen – there is a locked door in the scullery, drink potion and spell Caspar to get a second spade, dig ground down on the ground floor for pitch. It moves, so just keep digging ground at different locations.

Redhawk (especially for Ben Robinson)

- Give the vase to the caretaker. In return he will give you a book.
- The keys from each villain are used to defuse the bomb in the power-station.

Seabase Delta

- Connect hoses to get air.
- Get some ink from the angry octopus.
- Tie magnet to washing line and go fishing down lift shaft.
- Blow up bubble-gum near hen to get the egg.
- Take the bowl, flour, milk and egg into the kitchen. Make and then fry a pancake – throw the pancake at the camera.

Knightmare

G Bilclough, Ken Stokoe and Ann Robinson have answered Christopher Clark's and Dean Sweet's nightmares

The Test

£4.50 disk only. ● Ken Bond ● 17 Adel Park Gardens, Adel, Leeds LS16 8BN. Tel 0532 672278.



Ken Bond is somewhat of a miracle – he is the only Amstrad user who actually writes adventures with Gilsoft's *Professional Adventure Writer*, and the results he obtains demonstrate the power of the *PAW*. *The Test* is no exception. If only more adventure authors would replace their copies of *GAC* and *Quill* with the *PAW*, then the quality of the games available on the CPC would improve. Of course, this is a shame for tape users, but it is the only way ahead for the adventure scene to survive on the CPC. Most of the good adventures released nowadays are disk only – *Avon, The Island, Last Days of Doom* and *The Test* being a good representation of the quality recently available.

The Test begins with you floating down through the air, with the great white canopy of a parachute billowing above you. Quickly you spot your target, a white cross, and you pull gently on the cords to change your direction. Before you know it, you have landed and have started the test.

The Test is an aptitude examination given to prospective members of the EFF (The Elite Fighting Force – a bit like the SAS). This involves being dropped by parachute into an environment that has been made deliberately hostile and working your way out by means of your wits. Only the best will survive as you are pitted against mental and physical puzzles.

The Test comes in two parts and is text only. However, the text is verbose enough to conjure up a good atmosphere so that you do not miss graphics. Before you know where the time has gone, you will have wandered through a minefield, a stone quarry, a desolate churchyard – and that's before you're even half-way through the game!

Some of the puzzles are difficult but nearly all are logical and well thought out. There is the obligatory maze in the form of a bog (which is quite deadly if you don't poke around), but one of the best puzzles involves an old train which you have to learn to drive.

The Test is like a good book, easy to get into, but difficult to put down. Its size is impressive thanks to *PAW*'s efficient text compression routines and Ken's work in making the game in two parts.

Well worth £4.50, *The Test* is an essential game in any adventure player's collection.

Atmosphere	82%
Interaction	66%
Challenge	84%
AA Rating	**86%**



Lords & Ladies of Adventure

Remember to send the Lord or Lady an SSAE when writing, and to keep phone calls within decent hours! Finally, if you want to come off the Lords & Ladies list, just write in and say so.

Bards Tale • Colour of Magic • Hobbit • Lord of the Rings • Nightmare • Quest for the Golden Egg-cup • Shadows of Mordor • Times of Lore • Werewolf Simulator • Wizard Warz.
Douglas 'the mad one' Thompson, 14 Cosgrove Close, Peterborough PE3 7JN.

Apache Gold • Boggit • Dodgy Geezers • Doomdark's Revenge • Heroes of Karn • Knight Tyme • Kobyashi Naru • Message from Andromeda • Questprobe • Ship of Doom • Spytrek • Terrormolinos • Never Ending Story • Warlord • Wizbiz.
Paul & Timothy Stitt, 7 Beaufort Avenue, Beechill Road, Newtownbreda, Belfast BT8 4TY Northern Ireland.

Adventure Quest • Aftershock • Apache Gold • Arnold Blackwood Trilogy • Beer Hunter • Boggit • Bored of the Rings • Brawn Free • Bugsy • Colossal Adventure • Circus • Classic Adventure • Cutthroats • Dodgy Geezers • Dracula • Dungeon Adventure • Dungeons Amethysts Alchemists n Everything • Emerald Isle • Enchanter • Escape from Koshima • Espionage Island • Fantasia Diamond • Forest at the Worlds End • The 4th Protocol • Football Frenzy • Galaxias • Gems of Stradus • Gnome Ranger • Gremlins • Haunted House • Heroes of Karn • Hitch Hikers Guide • Hobbit • Hunchback Adventure • Imagination • Inca Curse • Jewels of Babylon • Kentilla • Knight Tyme • Kobyashi Naru • Leather Goddesses of Phobos • Lords of Time • Lurking Horror • Message from Andromeda • Microman • Mindshadow • Mordons Quest • The Mural • Mystery of Indus Valley • Necris Dome • Never Ending Story • Nythyhel • Pawn • Questprobe III • Rebel Planet • Redhawk • Red Moon • Return to Eden • Return to Oz • Rigel's Revenge • Robin of Sherwood • Robin of Sherlock • Seabase Delta • Snowball • Sorceror • Souls of Darkon • Spytrek • Sphinx Adventure • Star Wreck • Stolen Lamp • Subsunk • Sydney Affair • Theseus • Tomb of Kuslak • Very Big Cave Adventure • Warlord • Woodbury End & Zork 1!
Darren Stephens. Tel: 0795 473490

Forest at the Worlds End • Jewels of Babylon • Leather Goddesses of Phobos • Message from Andromeda.
Iain McCarthy, The Old School, Church Lane, Brantham, Manningtree, Essex CO11 1QA.

- Give the old man food and water to get a spade, then dig the floor in next room.
- Give maid gold (three or four times) and she will give you a locket.
- To find the Dragon, go to the King's room, exit through door at back of room, go down trap door (make sure you have spells first); the Dragon is through the next door.

Imagination

Wendy Watters has come to the aid of M Sweetman's problem. The pickaxe is used to break the rock (to free the oil).

HELP!



Roy of the Rovers

Ben Robinson is stuck – he can find two players, one at the building site and one in the burger bar. He knows there is another player in the supermarket but how can he get him out?

Warlord & Wolfman

Simon Avery is stuck in a couple of games: in *Warlord* he does not know how to get the Roman to attack him or how to get the amulet from the druid. Simon also wants to know how to stop himself attacking the man at the bridge in *Wolfman*... I seem to remember that you have to ask him a series of questions but perhaps a reader could help Simon out here.

Dracula

Mark Cassell wants to know what the name of J Harker's company is.

Bard's Tale Club

Yet more Bardists write in to show their dedication to their favourite game – if you want to join the club then just write in to the normal *AA* address.

Richard Fairhurst's party comprises Melchet, Augustus, Baldrick, Pavaroth, Cornius and Mystic Melvin.
2 Trent Road, Oakham, Rutland LE15 6HF

J Chan has the Old Man as his special, two archmages and over 400,000 in gold. He also wants some help – "Could anyone tell me what the troll staff, truth drum, death ring, troll wand, daystore and Arc's eye do? Also where's the Spectre's Snare?"

He also enclosed a patch for the disk poke in *AA42* which now allows characters (including special) to be renamed. Here is his patch:-

```
1675 PRINT| R) Rename character|
1690 GOSUB 1100:a=INSTR(_EHSLBXGR| ,a$):IF a=0 THEN
1690
1700 ON a GOTO
1710,1720,1840,1930,2020,2120,2260,2600
2600 LOCATE#4,1,10:PRINT#4,| Rename which character
(1-6,S, else exit) ?| :GOSUB 1100
2610 IF a$=|| THEN CLS:CLS#4:GOTO 40
2620 IF a$=| S| THEN v=0:GOSUB 2410:GOTO 2640
2630 GOSUB 2390
2640 LOCATE#$,1,11:INPUT#4,| Enter new name (15 char-
acters)| ;name$
2650 IF name$=|| THEN CLS:CLS#4:GOTO 40
2660 name$=name$+SPACE$(14):name$=LEFT$(name$,15)
2670 FOR y=0 TO 14:POKE
st+y,ASC(MID$(name$,y+1,1)):NEXT
2680 LOCATE#4,5,3+v:PRINT#4,name$
2690 LOCATE#4,1,10:PRINT#4,SPACE$(160);
2700 LOCATE#4,68,3+v:PRINT#4,SPACE$(12):GOTO 1690
```

Leslie Rimell has written in with his Bard's Tale. "I completed the game some time ago and mapped all riddles and puzzles I encountered on the way; my average level was 32.

However, reading your articles stirred my interest again and the idea of recruiting Mangar to the party sounded like fun so I charged into the fray again.

My quest was successful and I now have Mangar on my side. My new average level is 46."

So, if anyone wants any help in *Bard's Tale*, Leslie should be able to help!
50 Colne Orchard, Iber, Buckinghamshire, SL0 9NB. Tel: 0753 651773

BALROG'S POST

● Hobbit query

"Is *Tower of Light*, the game mentioned in a recent *Balrog*, based on the stories and adventures of Frodo the Hobbit from *Lord of the Rings*? Could you also tell me if an adventure based on the film *Labyrinth* (starring David Bowie) was ever written"

Wendy Watters
Bacup

Sorry to disappoint you, Wendy, but from the cover shots I have seen so far of Tower of Light *it has nothing to do at all with* Lord of the Rings. *As to an adventure game version of* Labyrinth, *I don't think one was ever written (although the film would make a very good adventure) – unless of course you know different!*

● Interceptor oldies

"While reading one of the Pilg's earlier columns, I read a small piece mentioning that the old Interceptor games *Warlord*, *Forest at the Worlds End* and *Aftershock* were still available for £1.99. Could you please print the address of the company that now handles these games, as no shops near me stock them."

Michael Stirling
Dundee

The Balg tried very hard to trace these games for you Michae,l but to no avail. Interceptor, the company that made them, was selling them for £1.99 each but lost all of its stock in a flood which hit its warehouse last winter. Your best place to look now is in the classifieds or you could place a small ad in an adventure magazine.

● Pawn shopping

"Please could you tell me where I can get a copy of *The Pawn*?"

Robert Melody
Purley

All Magnetic Scrolls games are now sold by Special Reserve *(the software wing of the Official Secrets adventure club). For more details and prices phone 0279 600204.* Special Reserve *assures me that it have all of the Magnetic Scrolls games in stock, so get ringing!*

● Helpful fax

The Balrog received his first faxed letter today from Dr John McCann of Wakefield – John wrote in answer to Stephen Turzynski's problem in Heavy on the Magick *– the password to allow Axil to escape via Paradise is 'LONG'.*

● Absolutely clueless

"I recently bought the game *Knight Orc* – published by Rainbird – the software division of British Telecom. Contained in the game packaging is a card to send off to Rainbird for a clue sheet (along with an SAE of course). So I sent off for the cluesheet, and what happened? Back came the card and envelopes in a Royal Mail returned postal packet – marked as "not know at this address."

Could you please use your journalistic muscle and considerable Balrogian talents to find out what British Telecom are up to? I would have liked the clue sheet – in fact I think the game is going to be very orc-ward to solve without it!"

Carl Speight
Lancashire

Rainbird software no longer exists at that address (Microprose bought the company), but a quick phone call to Level 9 (the authors of Knight Orc*) revealed that they would be happy to deal with your problem. If you want a hint sheet for* Knight Orc, *then just send the card enclosed in the game along with a self stamped addressed envelope to* **Level 9, PO Box 39, Weston-super-Mare, Avon, BS24 9UR** *and, before you know it, a hint sheet will appear in your letter box.*

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* Also has a 'Sequence Predictor' option. Many people believe that certain numbers on the coupon come up more often than others and over a season patterns do seem to develop. the programme analyses these patterns and predicts the numbers most likely to come up next. Certainly more scientific than sticking a pin in or family birthdays etc!

If you do the POOLS then this is the programme for you.

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Coding facility allows thousands of codes for each account category.
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Disc management from within program. Erase, Cat, User, Drive etc.
Status screen shows Date, Last date, Balance, Drive, Title, Edit No. etc.
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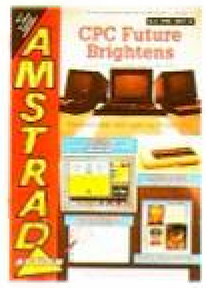
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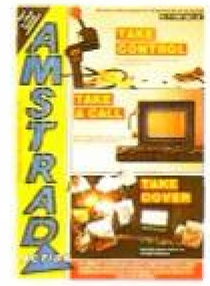
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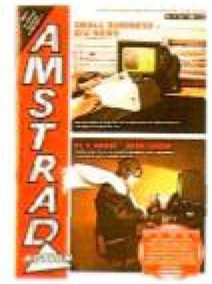
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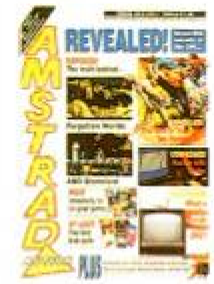
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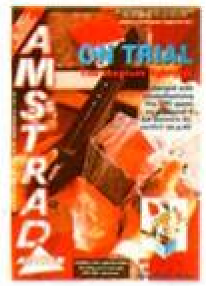
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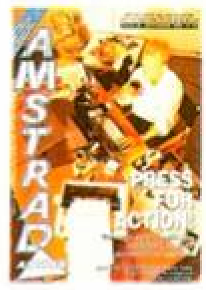
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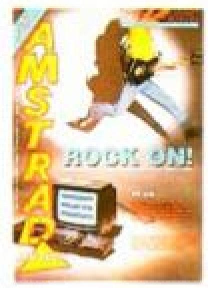
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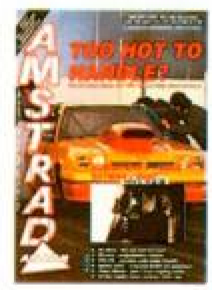
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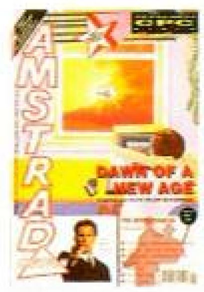
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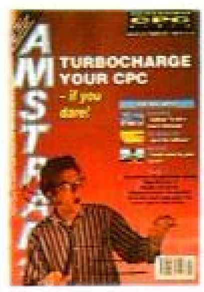
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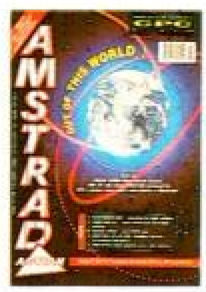
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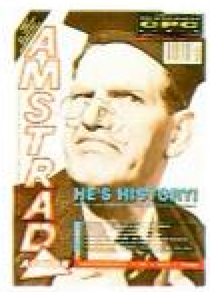
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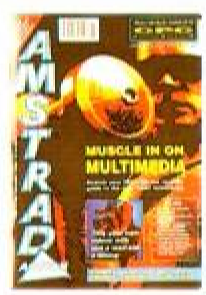
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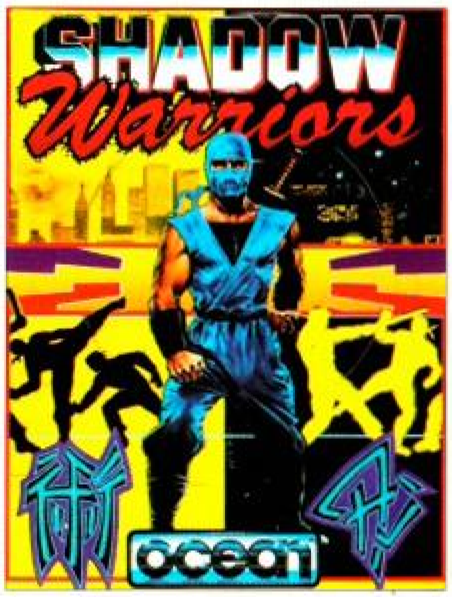
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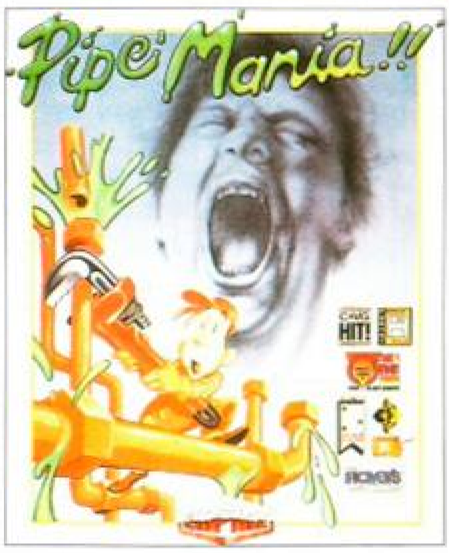
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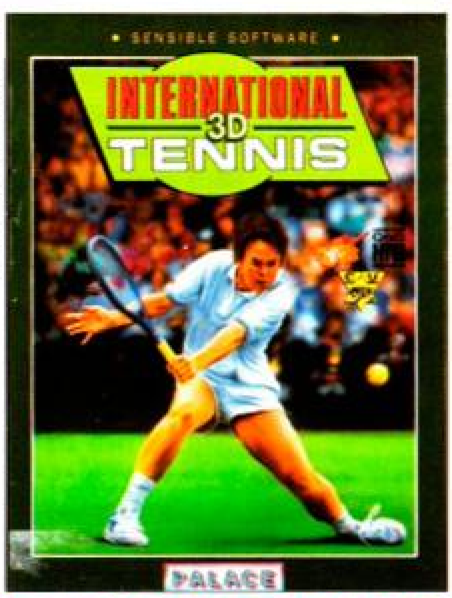
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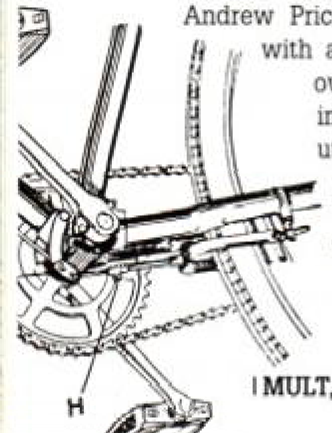
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Type ins

Give those knuckles a cracking, 'cos 'ere we go...

MULTIRAM



Andrew Price from Dunstable has come up with a useful program for Multiface 2 owners. The Multiface has its own internal bank of 8K RAM. Andy's utility allows you to store you own programs there.

Two RSXs are set up. They allow you to put the program into the RAM and to page them back so they can be run.

|MULT,start,length

– Puts the code at the specified address and length into the Multiface RAM.

|MRON

– Pages in the Multiface II RAM so that the program can be run. Typing MRON followed by CALL &3B12 runs the code in RAM.

▪ Note that any program stored and run from the Multiface should have an origin of &3B12. This is the lowest possible address to use. The Multiface reserves the memory below this for its own use. That leaves about 5.5K for you to play with.

```
{InAs} 1·'·MULTIRAM·program
{DrAu} 2·'·by·Andy·Price··(Andrew)
{LiAq} 3·'·Extra·commands:
{FtAj} 4·'
{CmAw} 5·'·|MULT,start·address,length
{OlBi} 6·'·Moves·code·at·start·address·into
{DrAm} 7·'·Multiface·RAM
{KvAs} 8·'·|MRON·-·pages·in·M2·RAM
{GiAj} 9·'
{LmBk} 10·DATA·21,11,90,01,09,90,C3,D1,BC,3AC
{DoBj} 20·DATA·15,90,C3,1E,90,C3,78,90,00,3E1
{DxBj} 30·DATA·00,00,00,4D,55,4C,D4,4D,52,261
{PtBj} 40·DATA·4F,CE,00,DD,6E,00,DD,66,01,3AC
{EtBj} 50·DATA·22,65,90,DD,6E,02,DD,66,03,3AA
{MvBj} 60·DATA·22,5F,90,CD,06,B9,F3,AF,01,440
{IqBk} 70·DATA·E8,FE,ED,49,3C,32,00,30,01,3BB
{FlBk} 80·DATA·EA,FE,ED,49,CD,09,B9,3A,00,4E7
{PjBl} 90·DATA·30,F5,CD,06,B9,F1,B7,20,33,4AC
{HtBl} 100·DATA·11,08,00,ED,52,01,E8,FE,ED,42C
{JrBl} 110·DATA·49,22,0B,37,21,00,00,11,12,0F1
{AuBj} 120·DATA·3B,01,00,00,ED,B0,21,12,3B,247
{OnBl} 130·DATA·22,00,20,01,EA,FE,ED,49,FB,45C
{DrBn} 140·DATA·C3,09,B9,AF,3C,01,EA,FE,ED,546
{MnBk} 150·DATA·49,11,A8,90,18,0A,01,EA,FE,39D
{HjBk} 160·DATA·ED,49,11,97,90,18,00,1A,B7,357
{MjBn} 170·DATA·C8,CD,5A,BB,13,18,F7,4D,75,48E
{DkBl} 180·DATA·6C,74,69,66,61,63,65,20,69,361
{DnBl} 190·DATA·73,20,6F,66,66,00,4D,75,6C,2FC
{LvBm} 200·DATA·74,20,52,41,4D,20,70,61,67,2CC
{JjBj} 210·DATA·65,64,20,69,6E,00,00,00,00,1C0
{LiBs} 220·n=9:a=&9000:l=10:WHILE·l<220:GOSUB·230:
        WEND:GOTO·270
{MiBr} 230·cs=0:FOR·x=1·TO·n:READ·v$:v=VAL("&"+v$):
        POKE·a,v
{FxBm} 240·cs=cs+v:a=a+1:NEXT:READ·c$:c=VAL("&"+c$)
{CwBr} 250·IF·c<>cs·THEN·PRINT"Data·error·in·line·",l
        :END
{LkAq} 260·l=l+10:RETURN
{OmBk} 270·CALL·&9000:MODE·2:PRINT"Commands·ready"
```

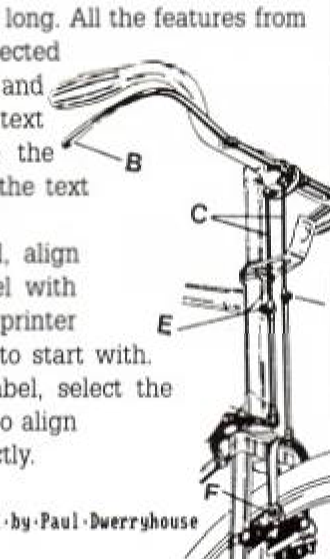
●

LBASE

Paul Dwerryhouse from Hawarden, Clwyd, has has produced a beautifully polished program that he calls *Lbase*. It's a label printer cum database, so if you send a lot of mail then it could be a godsend.

The database is set with six fields, each being 40 characters long. All the features from the menu are selected using the CURSOR and COPY keys. In the text editor section, use the TAB key to indent the text by five spaces.

To print a label, align the top of the label with the ribbon. The printer throws a line feed to start with. To print another label, select the LINE FEED option to align the next label correctly.

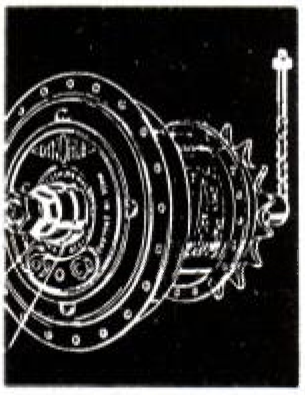



```
{EwBk} 10·REM·LBASEv1.1·by·Paul·Dwerryhouse
{OrAi} 20·'
{BsAj} 30·'·
{KkAv} 40·SYMBOL·241,255,0,255,0,255,0,255
{InBx} 50·MODE·2:INK·0,0:INK·1,0:BORDER·0:DEFINT·a-
        z:ON·BREAK·GOSUB·2350
{PsCu} 60·FOR·z=24·TO·2·STEP-1:LOCATE·22,z:IF·z>13·
        THEN·PRINT·STRING$(57,207);ELSE·PRINT·
        STRING$(3,207)
{OmAj} 70·NEXT
{DsEm} 80·w=0:x1=25:x2=80:y1=1:y2=13:PRINT·CHR$(24)
        :GOSUB·2150:LOCATE·3,2:PRINT·STRING$
        (17,241);"·LABEL·-·BASEv1.1·";STRING$(17,24
        1):WINDOW·26,79,4,12
{IrEi} 90·w=1:x1=1:x2=21:y1=1:y2=25:PRINT#1,
        CHR$(24):GOSUB·2150:LOCATE#1,3,2:PRINT#1,
        STRING$(4,241);"·OPTIONS·";STRING$(4,241):
        WINDOW#1,2,20,4,24
{BtFi} 100·w=2:x1=35:x2=70:y1=15:y2=25:PRINT#2,
        CHR$(24):GOSUB·2150:LOCATE#2,3,2:PRINT#2,
        STRING$(4,241);"·A·NAME·&·ADDRESS·STORE·";
        STRING$(4,241):WINDOW#2,36,68,18,24
{GqCw} 110·INK·1,26:DIM·t$(100,6),op$(19):s$=SPACE$
        (40):LOCATE#2,9,3:PRINT#2,"PLEASE·WAIT·A·MO"
{GoBt} 120·FOR·f=0·TO·100:FOR·z=1·TO·6:t$(f,z)=s$:
        NEXT:NEXT:CLS#2
{FsIm} 130·DATA·EDIT·A·FILE,START·AGAIN,ADD·A·RECORD,
        DELETE·A·RECORD,FORWARDS,BACKWARDS,
        FIND·A·NAME,LOAD·A·FILE,SAVE·A·FILE,
        PRINT·A·LABEL,INFORMATION,GOTO·A·RECORD,
        EXIT·TO·BASIC,DISC·ZAPPING,PRINT·RECORDS,
        UPDATE·MEMORY,LINE·FEED,NEXT·RECORD,
        LAST·RECORD
{HxBi} 140·FOR·f=1·TO·19:READ·op$(f):NEXT
{OxBo} 150·FOR·f=1·TO·19:LOCATE#1,3,f+1:
        PRINT#1,op$(f)
{LjBk} 160·NEXT:r=0:LOCATE·20,2:PRINT"RECORD·Nr:"
{CpBm} 170·DATA·NAME,ADD1,ADD2,ADD3,ADD4,POSC
{BjAw} 180·FOR·f=1·TO·6:READ·f$(f):NEXT
{NlBm} 190·FOR·f=1·TO·6:LOCATE·4,f+3:PRINT·f$(f):NEXT
{BuAm} 200·GOSUB·820
{GlAs} 210·REM·**·MAIN·LOOP·**
{HrAq} 220·xx=2:yy=2:op=1
{HtCq} 230·LOCATE#1,xx,yy:PRINT#1,CHR$(24);"·";
        op$(op);SPACE$(16-LEN(op$(op)));CHR$(24)
{OoDt} 240·IF·INKEY(2)>-1·THEN·LOCATE#1,xx,yy:PRINT#1
        ,"·";op$(op);SPACE$(16-LEN(op$(op))):
        yy=yy+1:op=op+1:IF·op>19·THEN·op=1:yy=2
{CmDu} 250·IF·INKEY(0)>-1·THEN·LOCATE#1,xx,yy:
        PRINT#1,"·";op$(op);SPACE$(16-LEN(op$(op))):
        yy=yy-1:op=op-1:IF·op<1·THEN·op=19:yy=20
{HqDv} 260·IF·INKEY(9)>-1·THEN·LOCATE#1,xx,yy:
        PRINT#1,"·";op$(op);SPACE$(16-LEN(op$(op))):
        CLEAR·INPUT:SOUND·4,50,3,15:GOTO·280
{DiAm} 270·GOTO·230
{IpAt} 280·IF·op=1·THEN·490
{EuAs} 290·IF·op=2·THEN·850
{JwAs} 300·IF·op=3·THEN·910
{HqAt} 310·IF·op=4·THEN·950
{DiBt} 320·IF·op=5·THEN·IF·r<m·THEN·GOTO·1060·
        ELSE·1140
{IpBr} 330·IF·op=6·THEN·IF·r>0·THEN·GOTO·1150·
        ELSE·1230
{IjAs} 340·IF·op=7·THEN·1250
{AwAu} 350·IF·op=8·THEN·1400
{NlAu} 360·IF·op=9·THEN·1530
{HpAt} 370·IF·op=10·THEN·1730
{JlAu} 380·IF·op=11·THEN·1840
{CrAw} 390·IF·op=12·THEN·1870
{FsAu} 400·IF·op=13·THEN·2350
{ApAu} 410·IF·op=14·THEN·1910
{LiAt} 420·IF·op=15·THEN·1980
{FiAt} 430·IF·op=16·THEN·2360
{PuAt} 440·IF·op=17·THEN·2450
{IlBo} 450·IF·op=18·THEN·r=r+1:IF·r>100·THEN·r=0
{MkBo} 460·IF·op=19·THEN·r=r-1:IF·r<0·THEN·r=100
{IjAm} 470·GOSUB·820
{NxAm} 480·GOTO·210
{CsAq} 490·REM·EDITOR·LOOP
{GkBi} 500·x=14:y=4:CLEAR·INPUT:GOSUB·2270
{JuAt} 510·LOCATE·x,y:CURSOR·1
{NuAx} 520·a$=INKEY$:IF·a$=""·THEN·520
{BnAo} 530·CURSOR·0
{LsBq} 540·IF·INKEY(0)=0·THEN·y=y-1:GOSUB·690:
        GOTO·510
{AwBo} 550·IF·INKEY(2)=0·THEN·y=y+1:GOSUB·690:
```

```
        GOTO·510
{AjBr} 560·IF·INKEY(8)=0·THEN·x=x-1:GOSUB·690:
        GOTO·510
{FoBq} 570·IF·INKEY(1)=0·THEN·x=x+1:GOSUB·690:
        GOTO·510
{BmBj} 580·IF·INKEY(16)>-1·THEN·740
{IqBi} 590·IF·INKEY(79)>-1·THEN·770
{FkDq} 600·IF·INKEY(14)>-1·THEN·CLEAR·INPUT:a$="":
        r=r+1:IF·r<=100·THEN·GOSUB·820:GOTO·510·ELSE
        ·r=100:GOTO·510
{FxDm} 610·IF·INKEY(13)>-1·THEN·CLEAR·INPUT:
        a$="":r=r-1:IF·r>=0·THEN·GOSUB·820:
        GOTO·510·ELSE·r=0:GOTO·510
{GwBt} 620·IF·INKEY(18)>-1·THEN·x=14:y=y+1:GOSUB·690
        :GOTO·510
{GoBm} 630·IF·INKEY(68)>-1·THEN·x=18:GOTO·510
{FsBn} 640·IF·INKEY(5)>-1·THEN·CLS#2:GOTO·210
{MiAo} 650·ik=ASC(a$)
{AvDi} 660·IF·ik>31·AND·ik<126·OR·ik=163·THEN
        ·MID$(t$(r,y-3),x-13,1)=a$:LOCATE·x,y:PRINT·
        a$:x=x+1:GOSUB·690
{DuAo} 670·GOSUB·1040
{HpAm} 680·GOTO·510
{NwAv} 690·IF·x>53·THEN·x=14:y=y+1
{GjAv} 700·IF·x<14·THEN·x=53:y=y-1
{DuAr} 710·IF·y<4·THEN·y=9
{NsAq} 720·IF·y>9·THEN·y=4
{DpAn} 730·RETURN
{EkBr} 740·z$=LEFT$(t$(r,y-3),x-14):zz$=RIGHT$
        (t$(r,y-3),53-x)
{JlBr} 750·t$(r,y-3)=z$+zz$+"·":LOCATE·14,y:
        PRINT·t$(r,y-3);
{MiAm} 760·GOTO·510
{MpAl} 770·x=x-1
{NuAl} 780·GOSUB·690
{NwAv} 790·MID$(t$(r,y-3),x-13,1)="·"
{KxAs} 800·LOCATE·x,y:PRINT"·"
{IsAn} 810·GOTO·510
{PtBr} 820·FOR·f=1·TO·6:LOCATE·14,f+3:PRINT·
        t$(r,f):NEXT
{CoAx} 830·LOCATE·31,2:PRINT·USING"###";r
{OmAn} 840·RETURN
{IwBo} 850·CLS#2:PRINT#2:PRINT#2,"·······ARE·YOU·
        SURE··Y/N"
{CwBi} 860·IF·INKEY(43)>-1·THEN·890
{JlBi} 870·IF·INKEY(46)>-1·THEN·900
{JuAl} 880·GOTO·860
{KlBx} 890·CLEAR·INPUT:PRINT·CHR$(24):PRINT#1,
        CHR$(24):PRINT#2,CHR$(24):RUN
{PoAr} 900·CLS#2:GOTO·210
{CtAl} 910·r=m+1
{PpAt} 920·IF·r>100·THEN·r=100
{MjAm} 930·GOSUB·820
{AiAn} 940·GOTO·490
{NtBr} 950·CLS#2:PRINT#2,"··DELETE·CURRENT·RECORD
        ··Y/N"
{PsCj} 960·IF·INKEY(43)>-1·THEN·PRINT#2:PRINT#2,
        "··OK·Please·wait·a·mo":GOTO·990
{HoBj} 970·IF·INKEY(46)>-1·THEN·1030
{CuAm} 980·GOTO·960
{AqAv} 990·FOR·f=r·TO·99:FOR·z=1·TO·6
{FkAx} 1000·t$(f,z)=t$(f+1,z):NEXT:NEXT
{AkBw} 1010·FOR·z=1·TO·6:t$(100,z)=s$:NEXT:m=m-
        1:IF·m<0·THEN·m=0
{DvAn} 1020·GOSUB·820
{FjAs} 1030·CLS#2:GOTO·210
{BxAu} 1040·IF·m<r·THEN·m=r
{OwAm} 1050·RETURN
{BvBp} 1060·done=0:CLS#2:PRINT#2,"·······PRESS·SPACE·
        TO·STOP"
{FqAr} 1070·WHILE·NOT·done
{IoBk} 1080·IF·r=100·THEN·done=-1:GOTO·1120
{KtBp} 1090·IF·INKEY(47)>-1·THEN·done=-1:GOTO·1120
{BiBk} 1100·IF·r=m·THEN·done=-1:GOTO·1120
{OkAq} 1110·r=r+1:GOSUB·820
{JwAo} 1120·WEND:CLS#2
{ExAn} 1130·GOTO·210
{MuCs} 1140·PRINT#2:PRINT#2:PRINT#2,"······NOTHING·
        TO·SHOW·YOU":FOR·delay=1·TO·2000:NEXT:CLS#2:
        GOTO·210
{GqBm} 1150·done=0:PRINT#2,"·······PRESS·SPACE·TO·
        STOP"
{MnAq} 1160·WHILE·NOT·done
{HwBk} 1170·IF·r=0·THEN·done=-1:GOTO·1210
{LvBp} 1180·IF·INKEY(47)>-1·THEN·done=-1:GOTO·1210
{CkAn} 1190·r=r-1
{DxAn} 1200·GOSUB·820
{JxAo} 1210·WEND:CLS#2
{OkAm} 1220·GOTO·210
{FnBn} 1230·PRINT#2:PRINT#2,"······YOU·ARE·ALREADY·
        HERE"
{MiBl} 1240·FOR·delay=1·TO·2000:NEXT:CLS#2:GOTO·210
{GjBp} 1250·CLS#2:PRINT#2,"·····SEARCH·MODE·
        ACTIVATED"
{BlBu} 1260·PRINT#2:PRINT#2,"·String·to·search,·
        ENTER·to·abort"
{GvAs} 1270·INPUT#2,"·>",look$
{DrBm} 1280·IF·look$=""·THEN·CLS#2:GOTO·210
{NxAv} 1290·look$=UPPER$(look$)
{CpAu} 1300·done=0:CLS#2:r=0:b=0
{BwBi} 1310·PRINT#2,"·······SEARCHING·RECORDS"
{KnAr} 1320·WHILE·NOT·done
{GjBm} 1330·IF·r>100·THEN·r=0:done=-1:GOTO·1370
{OuBl} 1340·IF·r>m·THEN·r=0:done=-1:GOTO·1370
{IuCm} 1350·temp$=UPPER$(t$(r,1)):b=INSTR(temp$,
        look$):IF·b>0·THEN·done=-1:GOTO·1370
{BjAm} 1360·r=r+1
{OjAk} 1370·WEND
{BiCr} 1380·IF·b=0·THEN·PRINT#2:PRINT#2,"·······
        SORRY··NOT·FOUND":FOR·delay=1·TO·2000:
        NEXT:r=0
{JpBi} 1390·CLS#2:GOSUB·820:GOTO·210
{GtCl} 1400·CLS#2:PRINT#2,"·LOAD·OPTION.......ENTER·
        TO·ABORT":CLS:|DIR,"*.DAB"
{EsBr} 1410·PRINT#2:INPUT#2,"·FILENAME·(not·.DAB)·>",
        file$
{DuBw} 1420·IF·file$=""·THEN·CLS#2:CLS:GOSUB·1700:
        GOSUB·820:GOTO·210
{FpAx} 1430·IF·LEN(file$)>8·THEN·1400
{NsAr} 1440·file$=file$+".DAB"
{AjAo} 1450·OPENIN·file$
{OnAu} 1460·LINE·INPUT#9,temp$:m=0:z=1
{JnAq} 1470·WHILE·NOT·EOF
{BwAt} 1480·LINE·INPUT#9,t$(m,z)
{ArBi} 1490·z=z+1:IF·z=7·THEN·z=1:m=m+1
{PlAn} 1500·WEND:CLOSEIN
{FwAp} 1510·m=m-1:CLS:CLS#2:r=0
{FjAx} 1520·GOSUB·1700:GOSUB·820:GOTO·210
{GlBr} 1530·CLS#2:PRINT#2,"·SAVE·OPTION.......ENTER·
        TO·ABORT"
{HvAr} 1540·done=0:rec=100:m=100
{FkAr} 1550·WHILE·NOT·done
{IrBv} 1560·IF·t$(rec,1)=s$·THEN·m=m-1·ELSE·done=-
        1:GOTO·1580
{BjBn} 1570·rec=rec-1:IF·rec=0·THEN·done=-1
{GuAl} 1580·WEND
{IlBs} 1590·PRINT#2:INPUT#2,"·FILENAME·(not·.
        DAB)·>·";file$
{BrBl} 1600·IF·file$=""·THEN·CLS#2:GOTO·210
{MiBi} 1610·IF·LEN(file$)>8·THEN·1530
{JmAr} 1620·file$=file$+".DAB"
{KrAo} 1630·OPENOUT·file$
{IjAp} 1640·FOR·f=0·TO·m
{OxAo} 1650·FOR·z=1·TO·6
{KoAq} 1660·PRINT#9,t$(f,z)
{IuAm} 1670·NEXT:NEXT
{BqAv} 1680·CLOSEOUT:CLS#2:r=0
{OrAr} 1690·GOSUB·820:GOTO·210
{KrBi} 1700·LOCATE·20,2:PRINT"RECORD·Nr:"
{GwBn} 1710·FOR·f=1·TO·6:LOCATE·4,f+3:PRINT·f$(f):
        NEXT
{DnAo} 1720·RETURN
{ElBq} 1730·CLS#2:PRINT#2:PRINT#2,"···LABEL·
        PRINTING·OPTION"
{KnBq} 1740·PRINT#2:PRINT#2,"···IS·THE·PRINTER
        ·ON·LINE··Y/N"
{PsBp} 1750·IF·INKEY(46)>-1·THEN·CLS#2:GOTO·210
{ApBk} 1760·IF·INKEY(43)>-1·THEN·1780
{MiAm} 1770·GOTO·1750
{EmBn} 1780·PRINT#8,CHR$(27);"M";CHR$(27);"G";
{DwAn} 1790·PRINT#8
{MoAo} 1800·FOR·f=1·TO·6
{NjAq} 1810·PRINT#8,t$(r,f)
{PiAk} 1820·NEXT
{GpAn} 1830·GOTO·210·
{LqCi} 1840·CLS#2:PRINT#2:PRINT#2,"·THERE·ARE";m+1;
        "RECORDS·AT·PRESENT"
{MkBq} 1850·PRINT#2:PRINT#2,"···PRESS·ANY·KEY·TO·
        CONTINUE"
{EiBo} 1860·CLEAR·INPUT:CALL·&BB18:CLS#2:GOTO·210
{ImCi} 1870·CLS#2:PRINT#2:INPUT#2,"·ENTER·RECORD·TO
        ·JUMP·TO";rec
{IrCj} 1880·IF·rec>=0·AND·rec<=100·THEN·1890·ELSE·
        CLS#2:GOTO·210
{KkAt} 1890·r=rec:GOSUB·820
{MiAr} 1900·CLS#2:GOTO·210
{JsAt} 1910·CLS:|DIR,"*.BAK"
{HqBr} 1920·CLS#2:PRINT#2:PRINT#2,"···ERASE·ANY·BAK·
        FILES··Y/N"
{MqBk} 1930·IF·INKEY(43)>-1·THEN·1960
{KsBj} 1940·IF·INKEY(46)>-1·THEN·1970
{OuAm} 1950·GOTO·1930
{NuAn} 1960·|ERA,"*.BAK"
{BoBm} 1970·CLS:GOSUB·1700:GOSUB·820:CLS#2:GOTO·210
{FsBt} 1980·CLS#2:PRINT#2:PRINT#2,"···PRINTING·ALL·
        RECORDS"
{NqBp} 1990·PRINT#2:PRINT#2,"···IS·THE·PRINTER·ON·
        LINE··Y/N"
{GkBp} 2000·IF·INKEY(46)>-1·THEN·CLS#2:GOTO·210
{NxBk} 2010·IF·INKEY(43)>-1·THEN·2030
{HmAm} 2020·GOTO·2000
{NoBp} 2030·PRINT#2:PRINT#2,"···OK·a·hard·copy·
        coming·up"
{GuBl} 2040·PRINT#8,CHR$(15);CHR$(27);"1";CHR$(6);
{EqBk} 2050·r=0:done=0:FOR·f=1·TO·6:PRINT#8:NEXT
{BqAr} 2060·WHILE·NOT·done
{OqBi} 2070·IF·r>m·THEN·done=-1:GOTO·2130
{MtAp} 2080·FOR·z=1·TO·6
{HsBr} 2090·temp$=t$(r,z)+SPACE$(3)+t$(r+1,z)+
        SPACE$(3)+t$(r+2,z)
{BuAq} 2100·PRINT#8,temp$
{KiAp} 2110·NEXT:PRINT#8
{FlBi} 2120·r=r+3:IF·r>m·THEN·done=-1
{LsAk} 2130·WEND
{KkAs} 2140·CLS#2:GOTO·210
{DiBk} 2150·WINDOW#w,x1,x2,y1,y2:CLS#w
{LlAo} 2160·GOSUB·2220
{NxBl} 2170·FOR·f=1·TO·2:PLOT·gx1,gy1,0:DRAW·gx2,gy1
{MmAx} 2180·DRAW·gx2,gy2:DRAW·gx1,gy2
{ItAx} 2190·DRAW·gx1,gy1:MOVER·0,-32
{AiAr} 2200·DRAWR·gx2-gx1,0
{AiBk} 2210·gx2=gx2+1:gx1=gx1-1:NEXT:RETURN
{CoAq} 2220·gx1=x1*8-2
{LsAp} 2230·gx2=x2*8-8
{MpAr} 2240·gy1=398-y1*16+10
{KvAs} 2250·gy2=398-y2*16+8
```

```
(HsAn) 2260·RETURN
(FsBr) 2270·CLS#2:PRINT#2,"·f3·-·to·go·back·to·Menu"
(OqBm) 2280·PRINT#2,"·f2·-·goto·next·record"
(DsBl) 2290·PRINT#2,"·f1·-·goto·last·record"
(GqBi) 2300·PRINT#2,"·TAB·-·Default·for·start"
(DoBl) 2310·PRINT#2,"·Cursor·keys·to·move·around"
(KkBn) 2320·PRINT#2,"·RETURN·for·start·of·next·line"
(KmBl) 2330·PRINT#2,"·DEL·&·CLR·work·as·normal"
(LtAn) 2340·RETURN
(DrCl) 2350·CLEAR·INPUT:PRINT·CHR$(24):PRINT#1,
        CHR$(24):PRINT#2,CHR$(24):MODE·2:END
(EnBu) 2360·CLS#2:PRINT#2:PRINT#2,"··UPDATING·
        MEMORY·COUNTER"
(LpAq) 2370·done=0:rec=100:m=100
(CtAq) 2380·WHILE·NOT·done
(MrBt) 2390·IF·t$(rec,1)=s$·THEN·m=m-1·ELSE·done=-
        1:GOTO·2410
(IpBm) 2400·rec=rec-1:IF·rec=0·THEN·done=-1
(EmAl) 2410·WEND
(CvBp) 2420·PRINT#2:PRINT#2,"··MEMORY·COUNTER·
        SET·TO";m
(OxAt) 2430·FOR·delay=1·TO·2000:NEXT
(AxAt) 2440·CLS#2:GOTO·210
(JjBs) 2450·CLS#2:PRINT#2:PRINT#2,"·MOVE·NEXT·
        LABEL·UP·FOR·PRINTING"
(JuBt) 2460·PRINT#2:PRINT#2,"·PRESS·SPACE·TO·
        THROW·A·LINE·FEED";
(PxBr) 2470·PRINT#2:PRINT#2,"·PRESS·COPY·TO·RETURN
        ·TO·MENU"
(HjBv) 2480·IF·INKEY(47)>-1·THEN·PRINT#8:FOR·delay=
        1·TO·200:NEXT
(LnCq) 2490·IF·INKEY(9)>-1·THEN·CLS#2:FOR·delay=
        1·TO·200:NEXT:CLEAR·INPUT:GOTO·210
(DnAm) 2500·GOTO·2480
```

●



POKE-IT

Have you ever looked on jealously at those black box pokes in *Cheat Mode*? Wished you had a Multiface so that you too could get those infinite lives? Well, Graeme Rowles of Dartford, Kent is set to change all that!

His *POKE-IT* program hides itself away and is activated at the press of a button. From there you can enter the pokes as with the Multiface.

When run, the program installs two new RSX commands:

|INSTALL

Installs the routine.

|RUN

Increases the chances of the routine working.

To use it, type **|INSTALL.** This will set up the routine ready for use. Now load the game in as normal, but remember to use RUN"" instead of CTRL+ENTER if you are loading from tape.

When the game has loaded press the small Enter key. If all is well the screen will clear, and you will be prompted with:

Enter addr:

Type in the address in hex, i.e. 84F6 for *Hunchback 2*. Now you will be asked to:

Enter byte:

Type in the byte, i.e. C9 for *Hunchback*. When you have done this you will be asked:

Is this okay (Y/N)?

If you have entered the poke correctly press Y. Otherwise press N. After this, press the space bar. you may find that the scenery has been messed up a bit, but this cannot be helped.

If pressing the small enter key has no effect, load the game using **|RUN**. This only works for binary files on tape, but it could increase the chance of the routine working on a game.

```
(FtAu) 10·'POKE-IT·BY·GRAEME·ROWLES
(HvAq) 20·'FOR·AMSTRAD·ACTION
(DsAm) 30·'25.2.90
(OlAq) 40·MODE·2:LOCATE·3,3
(MlBq) 50·PRINT"PLEASE·WAIT·-·THIS·TAKES·AGES...":
        GOSUB·110
(HrAq) 60·CLS:CALL·&B020
(EvAw) 70·PRINT"|INSTALL·-·INSTALLS·INTERRUPT"
(MlBs) 80·PRINT"|RUN·····-·RUNS·BINARY·FILE·FROM·
        TAPE·ONLY"
(KvAo) 90·PRINT:PRINT
(GwAk) 100·END
(DiAm) 110·lin=170
(MlAu) 120·FOR·a=&AF00·TO·&B03B·STEP·16·
(MwAw) 130·tot=0:FOR·b=a·TO·a+15
(DvBo) 140·READ·a$:POKE·b,VAL("&"+a$):tot=tot+PEEK(b)
(CmDk) 150·NEXT:READ·b$:IF·VAL("&"+b$)<>tot·THEN·
        PRINT"Error·in·line";lin;"-·Please·check":
        PRINT:CALL·&BB18:LIST·170-
(BqAs) 160·lin=lin+10:NEXT:RETURN
(KnBw) 170·DATA·11,40,00,06,00,CD,77,BC,E5,FD,E1,EB,
        CD,83,BC,CD,08DE
(IvBx) 180·DATA·7A,BC,FD,66,1B,FD,6E,1A,E5,21,FF,01,
        11,25,AF,01,07A5
(FmBv) 190·DATA·1B,B0,C3,E0,BC,3E,06,CD,1E,BB,C8,C3,
        7B,AF,00,1F,07E8
(OoBw) 200·DATA·01,01,45,6E,74,65,72,20,61,64,64,72,
        3A,20,40,1F,0474
(IrCi) 210·DATA·01,03,45,6E,74,65,72,20,62,79,74,65,
        3A,20,40,1F,048F
(ErBw) 220·DATA·01,05,49,73,20,74,68,69,73,20,6F,6B,
        61,79,20,28,04B6
(MkBu) 230·DATA·59,2F,4E,29,3F,40,1F,03,19,3C,53,70,
        61,63,65,3E,041F
(PvBx) 240·DATA·40,7E,23,FE,40,C8,CD,5A,BB,18,F6,21,
        2E,AF,E5,CD,0887
(KxBx) 250·DATA·11,BC,CD,0E,BC,E1,CD,71,AF,E5,CD,D1,
        AF,57,CD,D1,0A59
(ItBx) 260·DATA·AF,5F,E1,D5,CD,71,AF,E5,CD,D1,AF,E1,
        F5,CD,71,AF,0BA6
(KrBw) 270·DATA·E5,CD,06,BB,FE,59,28,1A,FE,79,28,16,
        FE,4E,28,04,0739
(MlBv) 280·DATA·FE,6E,20,ED,E1,F1,F1,CD,71,AF,CD,06,
        BB,FE,20,C8,0A9D
(GtBx) 290·DATA·18,F8,E1,F1,D1,12,18,EF,CD,D1,AF,67,
        CD,D1,AF,6F,0A3C
(PsBt) 300·DATA·C9,AF,CD,EA,AF,17,17,17,17,E6,F0,32,
        E9,AF,CD,EA,0991
(DxBw) 310·DATA·AF,C5,47,3A,E9,AF,B0,C1,C9,00,CD,06,
        BB,CD,18,B0,08E2
(BnBs) 320·DATA·FE,2F,30,02,18,F4,FE,40,30,06,CD,5A,
        BB,D6,30,C9,0790
(AkBv) 330·DATA·FE,47,30,E6,FE,40,30,02,18,E0,CD,5A
        ,BB,D6,37,C9,087B
(MtBt) 340·DATA·FE,60,30,01,C9,FE,67,D0,D6,20,C9,00,
        00,00,00,00,064C
(CwCi) 350·DATA·21,1C,B0,01,29,B0,C3,D1,BC,31,B0,C3,
        00,AF,C3,19,0746
(CsBt) 360·DATA·AF,52,55,CE,49,4E,53,54,41,4C,CC,5A,
        BB,D6,37,C9,07A6
```

●

MAXI-RAM (464 Only)

This program, once again from Graeme Rowles, installs 18 new RSX commands which may be of some use. This is what they do:

|3500

Sets the cassette speed to write at 3500 baud

|SPEED,value

Sets the cassette speed write to any value you like from 6144 to 40000 approx. The lower the value, the faster the saving is. If you give a value much less than 6144 (3500 baud) or much higher than 40000, when you try to save a file to cassette you will get the prompt "Write error a". This can be stopped by entering a SPEED WRITE 0, SPEED WRITE 1 or |3500 command.

|MEMORY, location

The same as a MEMORY command, but does not give any "Memory full" error messages. So where a MEMORY &3F command will give you a "Memory full" message, |MEMORY,&3F will work!
BEWARE - Giving a wrong value can result in crashes, resets etc.

|EXCHANGE,addr.1,addr.2,block length

Exchanges the contents of one block of memory anywhere in the RAM with another block elsewhere, very quickly.

|FILL, start addr, end addr, byte

Fills all the memory locations between the start addr and the end addr with any value between 0 and 255.

|CLEAR.INPUT

The same as a WHILE INKEY$<>"":WEND command. It's just easier to remember. Same as 6128's CLEAR INPUT command, so if you are entering a 6128 listing on a 464 enter

| CLEAR.INPUT
instead of CLEAR
INPUT.

| GETMODE,var%

Returns the current
screen mode in var%.
It MUST be an integer.

| GETBORDER,var1%,var2%

Gives you the two colours the border is on in var1% and var2%. Both MUST be integers.

var$=" "
| COPYCHAR,@var$

Returns the character at the current cursor position in var$. The same as 6128's command var$=COPYCHR$(#0). var$ must contain ONE character before the | COPYCHAR command.

k=himem: | RESMEM: | BOLD: | MEMORY,k

Makes all the characters bold.

k=himem: | RESMEM: | THIN: | MEMORY,k

Makes all the characters thin.

k=himem: | RESMEM: | ITAL: | MEMORY,k

Makes all the characters italicised.

| RELOCATE, address

Puts the buffer BASIC uses (starting at &40) somewhere else in memory, thus freeing &40+

| GETLOC,var%

Gets the address of the buffer that BASIC uses (usually starting at &40) into var%, which must be an integer.

| ADD,st.addr,end.addr,value

Adds a given value to each byte in every memory location between start and end addresses.

| SUB,st.addr,end.addr,value

As above, but subtracts a value rather than adds.

| RESMEM

Used when using | BOLD, | THIN and | ITAL commands only. It gives HIMEM a certain value so that a SYMBOL AFTER command can be executed.

After loading this program, a file called MAXI-RSX.BAS will be saved to tape or disk. You will then be given a list of all the new commands installed, and a way of resetting the characters after a | BOLD, | THIN or | ITAL command.

```
{LvAm} 1·'MAXI·RSX
{PxAq} 2·'By·Graeme·Rowles
{HqAn} 3·'12th·May·1990
{FtAj} 4·'
    {PqBs}
    10·MODE·2:CALL·&BC02:SYMBOL·AFTER·32:k=HIMEM:
      MEMORY·&9BFF
{OkAx} 20·LOCATE·35,12:PRINT"Please·wait..."
{GqAv} 30·FOR·a=&9C00·TO·&9E92·STEP·16·
{HtAw} 40·tot=0:FOR·b=a·TO·a+15
{IrBn} 50·READ·a$:POKE·b,VAL("&"+a$):tot=tot+PEEK(b)
{OvCj} 60·NEXT:READ·b$:IF·VAL("&"+b$)<>tot·THEN·
      PRINT"Error·in·data·-·Sorry·!":PRINT:STOP
{MnBn} 70·NEXT:PRINT"Data·okay·-·Well·done·!!":PRINT
{LwAk} 80·CLS
{KnAs} 90·POKE·&9DDA,INT(k/256)
{GnAt} 100·POKE·&9DD9,UNT(k)AND·255
{KrAp} 110·CALL·&9DDF
{DlAr} 120·|CLEAR.INPUT
{HnAm} 130·MODE·2
{AiAl} 140·|BOLD
{DqBw} 150·PRINT"Please·insert·tape·or·disc·
      and·press·any·key..."
{AuAs} 160·PRINT:PRINT:PRINT
{KsAn} 170·|RESMEM
{EjAq} 180·SYMBOL·AFTER·32
{FtAn} 190·|MEMORY,&9BFF
{JuAl} 200·|ITAL
{FnAq} 210·CALL·&BB18
{KmAt} 220·SAVE·"MAXI-RSX.BAS"
{HiBl} 230·|RESMEM:SYMBOL·AFTER·32:|MEMORY,&9BFF
{MmAk} 240·CLS
{KmCn} 250·PRINT"|3500,·|SPEED,·|MEMORY,·|EXCHANGE,·
      |FILL,·|CLEAR.INPUT,·|GETMODE,"
{CoCq} 260·PRINT"|GETBORDER,·|GETINK,·|COPYCHAR,·
      |BOLD,·|THIN,·|ITAL,·|RELOCATE,"
{PjBr} 270·PRINT"|GETLOC,·|ADD,·|SUB·and·|RESMEM·
      installed!"
{JwAo} 280·PRINT:PRINT
{CmCj} 290·PRINT"To·reset·the·characters·after·a·
      |BOLD,·|THIN·or·|ITAL·command,"
{IrAs} 300·PRINT"type:":PRINT
{EoBr} 310·PRINT"·|RESMEM·:·SYMBOL·AFTER·32·:·
      |MEMORY,&9BFF":PRINT
{LqAk} 320·END
{PqBx} 330·DATA·DD,BE,01,00,50,61,72,61,6D,65,74,65,
      72,20,65,72,0634
{KxCk} 340·DATA·72,6F,72,21,07,40,21,03,9C,23,7E,23,
      FE,40,C8,CD,0612
{FkBv} 350·DATA·5A,BB,18,F6,21,00,18,22,D1,B8,C9,FE,
      01,20,E7,DD,07B3
{DuBv} 360·DATA·66,01,DD,6E,00,22,D1,B8,C9,FE,01,20,
      D9,DD,66,01,0762
{AkBw} 370·DATA·DD,6E,00,22,7B,AE,C9,FE,03,20,CB,DD,
      66,05,DD,6E,07DE
{NqBx} 380·DATA·04,DD,56,03,DD,5E,02,DD,46,01,DD,4E,
      00,D5,FD,E1,0779
{KiCi} 390·DATA·7E,FD,5E,00,73,FD,77,00,23,FD,23,0B,
      78,B7,20,F0,074D
{NuBv} 400·DATA·79,B7,20,EC,C9,FE,03,C2,16,9C,DD,66,
      05,DD,6E,04,0811
{PpBx} 410·DATA·DD,56,03,DD,5E,02,DD,4E,00,71,23,7C,
      BA,20,FA,7D,06FF
{NtBv} 420·DATA·BB,20,F6,C9,CD,09,BB,D0,18,FA,FE,01,
      C2,16,9C,DD,095D
{MxBw} 430·DATA·66,01,DD,6E,00,36,00,CD,3A,BD,C9,FE,
      01,C2,16,9C,06E8
{MkBv} 440·DATA·DD,66,01,DD,6E,00,E5,CD,11,BC,E1,77,
      23,36,00,C9,0788
{MiBv} 450·DATA·FE,02,28,04,E1,C3,16,9C,DD,66,03,DD,
      6E,02,DD,56,0748
{EmBu} 460·DATA·01,DD,5E,00,C9,CD,C0,9C,E5,D5,CD,3B,
      BC,D1,E1,79,09D7
{LnBt} 470·DATA·12,13,AF,12,70,23,36,00,C9,3D,CD,C0,
      9C,DD,7E,04,063D
{FnBx} 480·DATA·E5,D5,CD,35,BC,18,E6,FE,01,C2,16,9C,
      DD,66,01,DD,090A
{AkBu} 490·DATA·6E,00,7E,FE,01,C2,16,9C,23,56,23,66,
      6A,E5,CD,60,06DD
{MoBr} 500·DATA·BB,E1,77,C9,2A,D9,9D,11,FF,02,7E,46,
      17,B0,77,23,07B3
{EiCj} 510·DATA·1B,7A,B7,20,F5,7B,B7,20,F1,C9,2A,D9,
      9D,11,FF,02,081F
{MrCj} 520·DATA·7E,46,17,A0,77,23,1B,7A,B7,20,F5,7B,
      B7,20,F1,C9,0782
{CsCi} 530·DATA·DD,2A,D9,9D,06,60,DD,7E,04,17,E6,FE,
      DD,77,04,DD,0872
{PmBx} 540·DATA·7E,05,17,E6,FE,DD,77,05,DD,7E,06,17,
      E6,FE,DD,77,0887
{AmBv} 550·DATA·06,DD,7E,07,17,E6,FE,DD,77,07,11,08,
      00,DD,19,10,05DD
{AvBw} 560·DATA·D5,C9,FE,01,C2,16,9C,DD,66,01,DD,6E,
      00,22,7F,AE,07EF
{KxBv} 570·DATA·C9,FE,01,C2,16,9C,DD,66,01,DD,6E,00,
      ED,5B,7F,AE,0840
{FmBw} 580·DATA·73,23,72,C9,FE,03,C2,16,9C,DD,66,05,
      DD,6E,04,DD,07BA
{HmBv} 590·DATA·56,00,7E,82,77,23,7C,DD,BE,03,20,F6,
      7D,DD,BE,02,073A
{FoBw} 600·DATA·20,F0,C9,FE,03,C2,16,9C,DD,66,05,DD,
      6E,04,DD,56,0818
{FjBv} 610·DATA·00,7E,92,77,23,7C,DD,BE,03,20,F6,7D,
      DD,BE,02,20,0714
{CkBt} 620·DATA·F0,C9,2A,D9,9D,22,7B,AE,C9,00,00,00,
      00,00,00,21,058E
{PsCi} 630·DATA·DB,9D,01,E8,9D,C3,D1,BC,23,9E,C3,24,
      9C,C3,2B,9C,091C
{IqBx} 640·DATA·C3,39,9C,C3,47,9C,C3,75,9C,C3,94,9C,
      C3,9A,9C,C3,09C1
{LxBu} 650·DATA·AB,9C,C3,D5,9C,C3,E9,9C,C3,F7,9C,C3,
      14,9D,C3,2A,0A7A
{FpBw} 660·DATA·9D,C3,40,9D,C3,72,9D,C3,81,9D,C3,94,
      9D,C3,B3,9D,09F7
{GpCj} 670·DATA·C3,D2,9D,33,35,30,B0,53,50,45,45,C4,
      4D,45,4D,4F,0699
{BsBr} 680·DATA·52,D9,45,58,43,48,41,4E,47,C5,46,49,
      4C,CC,43,4C,0624
{FoCk} 690·DATA·45,41,52,2E,49,4E,50,55,D4,49,4E,50,
      55,D4,47,45,05B2
{HqCj} 700·DATA·54,4D,4F,44,C5,47,45,54,42,4F,52,44,
      45,D2,47,45,05A3
{MpCi} 710·DATA·54,49,4E,CB,43,4F,50,59,43,48,41,D2,
      42,4F,4C,C4,0630
{BmBw} 720·DATA·54,48,49,CE,49,54,41,CC,52,45,4C,4F,
      43,41,54,C5,062C
{IqCj} 730·DATA·47,45,54,4C,4F,C3,41,44,C4,53,55,C2,
      52,45,53,4D,0628
{NwBo} 740·DATA·45,CD,00,00,00,00,00,00,00,00,00,00,
      00,00,00,00,0112
```

●

NEWS FROM THE FONT

To make your lives easier we've started using a new font in Type-Ins. It should be familiar to all of you – it's the standard CPC character set that you know and love.

The idea is to cut the possibilty of typing errors even further. What you see on these pages should be identical to what appears on your screen.

Combined with the check-sums and our system of substituting dots for space, we believe that we have the friendliest system ever!

Thanks go to Doctor Ben, the resident Mac boffin and all round Good Egg.

Cheat mode

The complete Castle Master solution and more besides... rad!

Castle Master



A unique blend of skill is incorporated in this truly wonderful poke. Andy Price (keys) and Mike Wong (health) have joined forces to produce this epic cheat for Incentive's *Castle Master* disk. So – no longer need you search in vain for that elusive Junk Room Key.

```
{KkAu} 1 ' Castle Master  -
        disk -
{MlAw} 2 ' by Andy Price and Mike Wong
{KkAq} 3 ' choose keys and
{GpAq} 4 ' replenish health
{CnAs} 5 ' Press 'I' in game
{OoAs} 6 ' to activate poke
{LiAs} 10 DATA CD,00,40,CD,51,00
{BlAu} 20 DATA 21,42,76,36,3E,23
{KvAu} 30 DATA 36,18,23,36,CD,23
{CuAu} 40 DATA 36,A0,23,36,BE,23
{IiAt} 50 DATA 36,18,23,36,04,C3
{IiAs} 60 DATA 40,0B,32,C8,1F,3E
{BtAt} 70 DATA 00,32,AC,1F,3E,00
{OuAs} 80 DATA 32,CA,1F,E5,D5,C5
{KxAs} 90 DATA 21,CD,1F,11,C4,BE
{MvAt} 100 DATA 06,09,0E,00,1A,77
{EnAu} 110 DATA 23,13,10,FA,C1,D1
{EvAt} 120 DATA E1,C9,00,00,00,00
{GvAr} 130 DATA 00,00,00,00,00,00
{LqAw} 140 PRINT| Insert disc, then| ;
{FuAt} 150 PRINT| press any key|
{MvAp} 160 CALL &BB18
{OlAx} 170 MEMORY
  &3FFF:LOAD| CML| ,&4000
  {PpAr} 180 FOR x=&BE80 TO &BECC
  {PvAt} 190 READ a$:a=VAL(_&| +a$)
  {AtAu} 200 c=c+a:POKE x,a:NEXT
  {NvAu} 210 IF c<>&16F1 THEN 230
  {CmAm} 220 GOTO 240
 {AlAu} 230 PRINT| DATA ERROR| :END
 {FrAv} 240 MODE 1:p=&BEC4:c=0:t=0
{HpBj} 250 PRINT| Enter Y or N if
          key wanted|
{HpBn} 260 a=2:s=1:INPUT| Wizard's
          Hut| ;y$:GOSUB 360
{DwBm} 270 a=16:s=4:INPUT| Junk
          Room| ;y$:GOSUB 360
{EoBk} 280 a=1:s=0:INPUT| Stables| ;y$:
          GOSUB 360
{FnBn} 290
a=8:s=3:INPUT| Stairwell| ;y$:
          GOSUB 360
{AuBo} 300 a=&80:s=7:INPUT| Dragon's
          Lair| ;y$:GOSUB 360
{HrBo} 310 a=64:s=6:INPUT| Guard
          Room| ;y$:GOSUB 360
{FsBn} 320 a=4:s=2:INPUT| High
          Ledge| ;y$:GOSUB 360
{BwBq} 330 a=32:s=5:INPUT| King's
          Solar| ;y$:GOSUB 360
{OoAx} 340 POKE &400B,&C9:POKE &4042,0
{NnAp} 350 CALL &BE80
{MqBq} 360 IF LEFT$(UPPER$(y$),1)=| N|
          THEN RETURN
{PjAr} 370 c=c+1:POKE &BEA9,c
{MuAq} 380 t=t+a:POKE &BEA4,t
{NmAu} 390 POKE p,s:p=p+1:RETURN
```

Italian Supercar

Hot from the cutting room is Andy Price with Codemasters' new game, *Italian Supercar*. His cheat brings you all the time you need to finish, and any amount of takes (that's film talk). Also, should you own a Multiface, you have the option of choosing which scene to play.

```
{BiAr} 1 ' Italian Supercar
{JsAq} 2 ' by Andrew Price
{JuAu} 3 ' infinite time & takes
{NsAm} 4 ' method 1
{FuAj} 5 '
{MkAp} 10 FOR a=&BE00 TO &BE2B
{PvAu} 20 READ b$:b=VAL("&"+b$)
{MtAr} 30 c=c+b:POKE a,b:NEXT
{KuAu} 40 IF c<>&115C THEN 160
{OlAq} 50 MEMORY &2FFF:LOAD""
{BmAo} 60 CALL &BE00
{OlAs} 70 DATA 2A,38,BD,E5,AD
{BiAs} 80 DATA E1,22,2A,BE,AB
{CxAt} 90 DATA 21,37,BD,3E,C3
{LxAu} 100 DATA 77,23,3E,22,77
{CmAv} 110 DATA 3E,BE,23,77,21
{LnAr} 120 DATA 40,00,E3,11,00
{AvAs} 130 DATA BB,C3,4A,3A,AF
{MoAr} 140 DATA 32,C8,17,32,91
{JkAp} 150 DATA 4F,CF,00,00
{FiAr} 160 PRINT"data error"
```

Multiface pokes for Italian Supercar

ADDRESS	POKE	EFFECT
17C8	00	Inf. takes
4F91	00	Inf. time
0049	No	Start scene



Soldier of Light

Graham Smith of Street is never far away. His mastery of the CPC has let a little light into Xain'D Sleena, Rads particularly radiant bust-em-up, *Soldier of Light*.

```
{AwAs} 1 ' Soldier of Light
{HvAq} 2 ' By Graham Smith
{EwAs} 3 ' Infinite lives
{HnAq} 4 ' Tape - method 1
{FuAj} 5 '
{BlAu} 10 DATA af,32,fa,57,32,49
{HmAt} 20 DATA 5a,c3,08,07,21,68
{FjAu} 30 DATA 05,22,9c,05,0,1,2
{AkAt} 40 DATA 11,20,26,13,3,6,15
{PuAr} 50 DATA 24,12,18,4,8,16
{EuAt} 60 FOR j=0 TO 15:READ a$
{ArAt} 70 x=VAL("&"+a$):y=y+x
{LtAs} 80 POKE j+1384,x:NEXT j
{OvAr} 90 IF y<>1322 GOTO 150
{DlAs} 100 OPENOUT| d| :MEMORY 999
{LsAt} 110 CLOSEOUT:LOAD| loader
{GlAu} 120 FOR j=0 TO 15:READ a
{PtAt} 130 INK j,a:NEXT j:MODE 0
{FqAs} 140 BORDER 0:CALL 1394
{MmAp} 150 PRINT"data error
```



Multiface poke for Soldier of Light

ADDRESS	POKE	EFFECT
57FA	00	Lives (1)
5A49	00	Lives (2)

Psycho Hopper



Trento may have struggled with this game (run, run, run away indeed!), but Graham has fixed it so that everyone can get to grips with the fiendishly difficult *Psycho Hopper*, and WHY NOT?

```
{JwAs} 1 ' Psycho Hopper -tape-
{HvAq} 2 ' By Graham Smith
```

```
{EwAs} 3 ' Infinite lives
{FvAo} 4 ' More time
{JtAm} 5 ' Method 1
{FvAj} 6 '
{MrAt} 10 DATA af,32,03,03,3e,09
{IjAu} 20 DATA 32,46,21,c3,03,8e
{IiAs} 30 DATA 21,9d,a3,22,c6,a3
{CoAs} 40 FOR j=0 TO 17:READ a$
{KpAs} 50 x=VAL("&"+a$):y=y+x
{JuAu} 60 POKE j+41885,x:NEXT j
{OuAq} 70 IF y<>1543 GOTO 100
{OlAp} 80 MEMORY 41000:LOAD"
{BiAo} 90 CALL 41897
{OsAp} 100 PRINT"data error
```

Multiface pokes for Psycho Hopper

ADDRESS	POKE	EFFECT
0303	00	Inf. life
2146	04	Extra time

Airborne Ranger

Who says I can't write disk cheats? (Mike, eat your heart out!) this one is the brother of the tape poke in last month's Cheat Mode. Now all you disk-based Rangers can give 'em hell.

```
{EpAs} 1 'Airborne Ranger
{JnAl} 2 'Disk
{AkAs} 3 'Infinite First Aid
{CkAp} 4 'Press "DEL"
{FuAj} 5 '
{ApAt} 10 DATA CD,1D,BF,21,0C,B[illegible]
{EqAv} 20 DATA 22,67,01,C3,00,01
{HmAt} 30 DATA 21,15,BF,22,EC,40
{MsAt} 40 DATA C3,00,40,3E,3B,32
{DuAt} 50 DATA 39,95,C3,00,70,21
{PmAs} 60 DATA 00,01,0E,41,16,00
{EwAu} 70 DATA 1E,00,DF,2A,BF,C9
{KpAp} 80 DATA 3C,C0,07
{[illegible]} 90 MODE 1:y=0
{[illegible]} 100 FOR x=&BF00 TO &BF2C
{[illegible]} 110 READ a$:a=VAL("&"+a$)
{[illegible]} 120 POKE x,a:y=y+a:NEXT
{[illegible]} 130 IF y<>&E0E THEN 170
{MnAr} 140 PRINT|Insert A.R.
{DtAp} 150 CALL &BB18
{BsAo} 160 CALL &BF00
{LnAr} 170 PRINT|data error!
```

Multiface poke for Inf. First Aid (disk)

Address = 9539 Poke = 3B

Bounty Hunter

I'm beginning to grow very fond of Jason Falcus (Optimus Software). Not only does he pen (key?) some pretty fine games, but he also builds some pretty cunning keypress cheats into them. Codemasters' *Bounty Hunter* is the latest. For those in search of paradise, press ESC to pause the game then type FIZBANG – you will miraculously attain infinite lives.

Batman

Long ago (before Nicholson), there was pleasant little isometric version of *Batman* by Jon Ritman and Bernie Drummond. It was cute, but it was difficult. Nicholas Irving of Farnham, spurred on by the latest grim incarnation, has swung to the rescue of disk owners everywhere. Wholly Antiquarian!

```
{IoAu} 5 ' Batman (3D version) - disk
{MoAr} 6 ' by Nicholas Irving
{FwAi} 7 '
{CkAt} 10 MODE 1:INK 0,0:PAPER 0
{FnAq} 20 BORDER 0:INK 1,6
{MoAp} 30 INK 2,20:INK 3,26
{PjAl} 40 a=&BF00
{PlAl} 50 READ a$
{OwAr} 60 POKE a,VAL("&"+a$)
{GnBj} 70 a=a+1:IF a=&BF37 THEN 80 ELSE 50
{FsAr} 80 CLS:PRINT:PRINT
{FvBi} 90 INPUT "infinite lives? (y/n)",q$
{GsBl} 100 IF LOWER$(q$)="n" THEN POKE &BF20,1
{JxBj} 110 INPUT "infinite shields? (y/n)",q$
{JlBn} 120 IF LOWER$(q$)="n" THEN POKE &BF25,&C0
{DuBn} 130 INPUT "infinite fast running? (y/n)",q$
{KtBm} 140 IF LOWER$(q$)="n" THEN POKE &BF2A,&C8
{FqAl} 150 MODE 1
{AqAr} 160 LOAD"bat3.scn",&C000
{KuAo} 170 CALL &BF00
{GpAt} 180 DATA 0e,07,11,40,00,21
{BvAv} 190 DATA ff,b0,cd,ce,bc,21
{OrAu} 200 DATA 31,bf,11,00,01,06
{PpAt} 210 DATA 06,cd,77,bc,21,00
{AoAt} 220 DATA 01,cd,83,bc,cd,7a
{MkAu} 230 DATA bc,3e,00,32,90,1c
{CxAu} 240 DATA 3e,c9,32,f6,38,3e
{AoAs} 250 DATA 00,32,08,1f,c3,00
{DvAv} 260 DATA 01,62,6d,2e,73,62
{PjAm} 270 DATA 66
```

Multiface pokes for Batman disk

ADDRESS	POKE	EFFECT
1C90	00	Inf. lives
38F6	C9	Inf. shield
1F08	00	Inf. Run



X-Out

Some of the more eagle-eyed among you have noticed either a built in cheat, or a very fortuitous slip-up in the explosive Rainbow Arts game *X-OUT*.

Basically, to get as much money as you like... simply take a ship etc and, instead of buying it, give it to the Meloh (bottom right of the select screen) – your score will increase each time you do so. Having done this a few times you can buy as much as you like, but keep an eye on your score.

Many thanks to Martin Kremenstein of Maidenhead, Sean Bishop of Salisbury and Mark Smalls of Northampton.

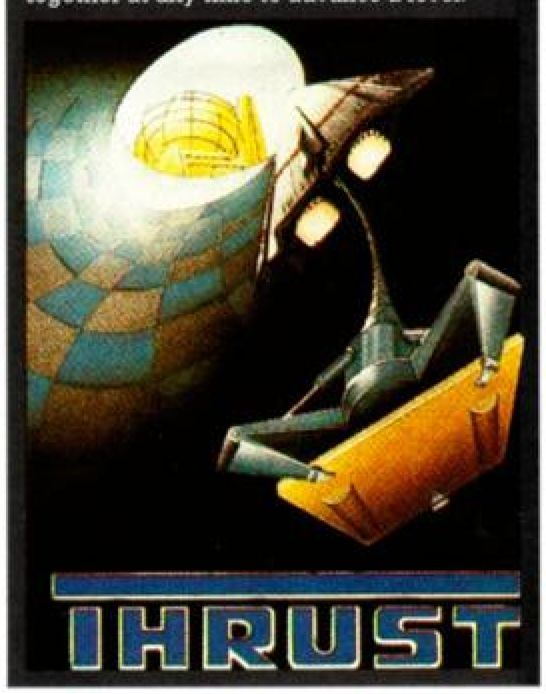
Well done, lads, where would we be without you?

Nuclear Heist

Players' game *Nuclear Heist* gets the treatment by Alex Cochrane of Wishaw and Martin Porter of Norwich. Both have discovered that if you type EGDIROLE (or is it EGDIRDLE?) into the hi-score table you get infinite lives.

Thrust

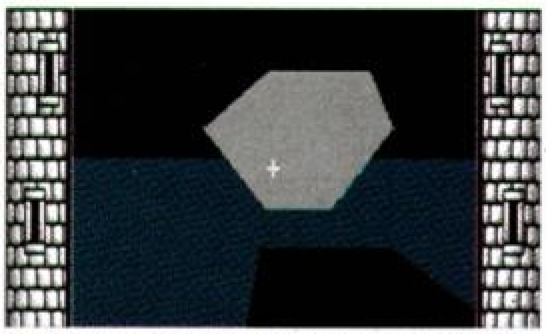
An oldie but goodie Firebird game, *Thrust*, has had its built-in cheat discovered by Robert Low of Methil – press keypad keys "2", "5", "8", "UP ARROW" and "ESC" together at any time to advance a level.



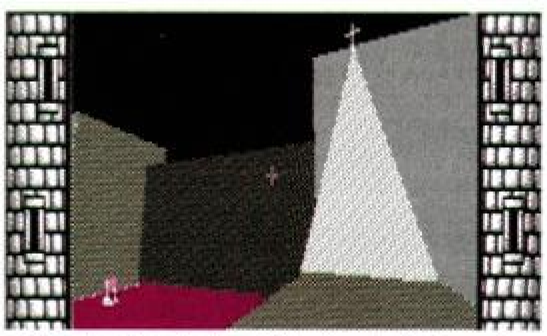
CASTLE MASTER

OK, here we go – the complete solution to Incentive's gothic *Freescape* frolic. Are you sitting comfortably...?

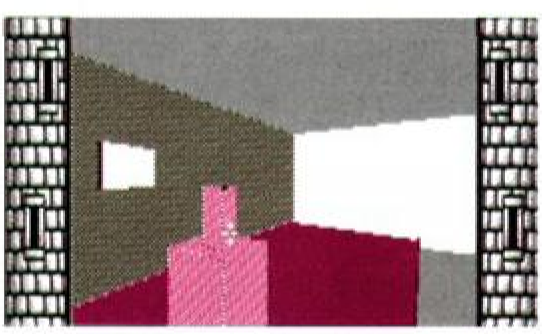
Enter the castle by going round to the front and throwing a rock at the panel to the left of the DRAWBRIDGE. This causes it to fall – remember to stand back so you don't end up flat! Go into the COURTYARD and proceed to the LOBBY, kill the spirit, collect the treasure and KEY (1). Using the KEY (1) – stand next to the door and action it – open the door to the STAIRWELL and go upstairs to the CARPENTERS. Go through the CARPENTERS to the STORE. Collect the treasure and action the POTION on the table. This can be 'actioned' a number of times, allowing you to reach 'Herculean' strength level – check this out on the status table – but it will eventually run out.



● To move the rock and find the tunnel, first build up your strength to max and then walk into it.



● The view from the top of the church. It's fun getting there, but watch out – the first step's a big one.



● The strength potion, vital if you're to finish the game.

Once at full power, exit the castle and go to the rock which sits by the side of the moat, near the start. Once there, push the rock by walking into it, to reveal an entrance to CAVERN 5. Drop down, kill the spirit and collect the KEY (2). Then work your way round to the STAIRWELL and top up on strength if necessary at the STORE. Then go to the WELL, get the KEY (3) and drop down into CAVERN 2. As before, kill the spirit, collect the treasure and the KEY (4) before going back to the STAIRWELL. It's worth checking your strength again here and saving the game. It may take a few seconds but saves so much mental anguish it's well worth the effort.

Now go outside of the castle and round the back to the WIZARD'S HUT. After entering get the Key (5) and food, then action the carpet to reveal a hole that drops down into CAVERN 1. Once down, collect the KEY (6). Kill the ghost and then work your way back to that STAIRWELL again. Check the old strength and then go into the CATHEDRAL via the courtyard. Enter the building and go to the box like pulpit on the left. Further inspection will reveal a hole that leads down to CAVERN 3. Drop down and once more kill the spirit, collect the KEY (7) and yet again it's time to wander round to the STAIRWELL.

After another check on strength (this is the last time, so bear with it) go over to the HOT BATHS kill the spirit and empty the pool by actioning the switch on the pedestal. Then go down the steps and drop into CAVERN 4. Do the usual spirit killing bit, treasure gathering, KEY (8) collecting, but remembering to action the potion to get 'that thar' strength up once more. Then after making it back to the STAIRWELL go out into the COURTYARD and onto the DRAWBRIDGE. Stand at the far end away from the castle facing into the building. Throw a rock at the trigger mechanism and hang on. After a few confused views of the castle – from the air – you will land on the roof of the CATHEDRAL. After landing, collect the KEY (9), then get off the roof. This takes a lot of energy, so be prepared.

Go across to the STABLE and enter using a key. Look under the horse and you will see a KEY (10), the final piece of the puzzle. Now you've got the tools to hunt down Magister and save your brother/sister. On exiting the stable it's useful to start killing ghosts with a vengeance to get the spirit level tipping in your favour. So walk towards the centre of the COURTYARD look up at the FLAG POLE and shoot the FLAG to force a sneaky spirit out. Kill it, and if you check the information table you should have 10 KEYS and have killed nine out of twenty spirits.

Now you have all the equipment you need to finish *Castle Master*. All you need to do now is visit the right rooms in the right order. So it's worth saving the game, making a steaming hot cuppa and taking a five-minute break before the final lap.

Go back to the STAIRWELL and go through the ground level door into the HOSPITAL, kill the spirit and return. Once back at the STAIRWELL go through the LOBBY into the KITCHEN. When you enter, kill the spirit and get the food. If you're looking a bit shaky strengthwise, then go into the LARDER. This is done by simply walking through the KITCHEN fireplace. You'll find food and treasure inside. After exiting the LARDER go into the KITCHEN and along the PASSAGEWAY to the GREAT HALL. Kill the spirit and spot the food, then return once more to the STAIRWELL. Go upstairs to the CARPENTERS, through into the STORE and make your way along the PASSAGEWAY. At the end, the PASSAGEWAY leads onto the UPPER WALKWAY of the GREAT HALL. Go along the UPPER WALKWAY crawl under/around – depending on character choice – the BLOCK and into the BALLROOM. Kill the spirit and then open the door to the GUARD ROOM. Once you enter the GUARD ROOM kill the spirit and action the POTION. Then

POTIONS

These little bottles are magic, literally!

Strength = found in the Store.
Rock Travel = the Guardroom.
Re-vitalisation = Cavern 4

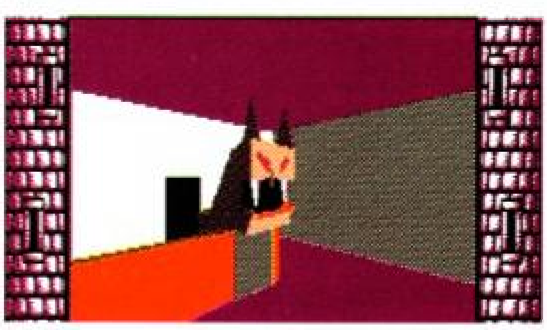
STONE TRAVEL

When you find the Stone Travel potion, you're in for some fun. It allows the user to travel around the castle at high speed. All you need to do after actioning the potion is aim the 'catapult' cursor at any open doorway and press Fire. Then, as if by magic, you will appear in the room beyond the door you fired at. The only problem is that this wondrous invention only works for a short period, so make the most of it.

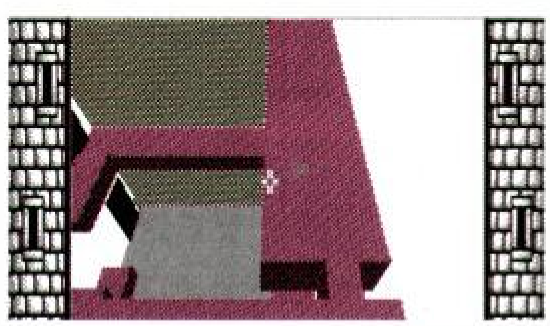
KEYS

These are of vital importance to any would-be Castle Master, because you need all ten keys to free the captive – i.e. your brother or sister – and finish the game. You can find them in the following places:

1 Wizard's hut = found in the well.
2 Stairwell = on the table in the lobby.
3 Stable = on top of the chair back in the Wizard's hut.
4 High Ledge = underneath the horse in the stable.
5 Junk Room = on the roof of the church (to retrieve it, go the very edge of the drawbridge, outside the castle, and fire a rock off at the trigger block. You will be catapulted onto the roof).
6 King's Solar = Cavern 1, in one corner.
7 Guardroom = Cavern 2.
8 Dragon's Lair = Cavern 3.
9 Spirit's Abode = Cavern 4, stand on centre block, go as far right as possible and look up.
10 Dragon's Hoard treasure chest = Cavern 5.



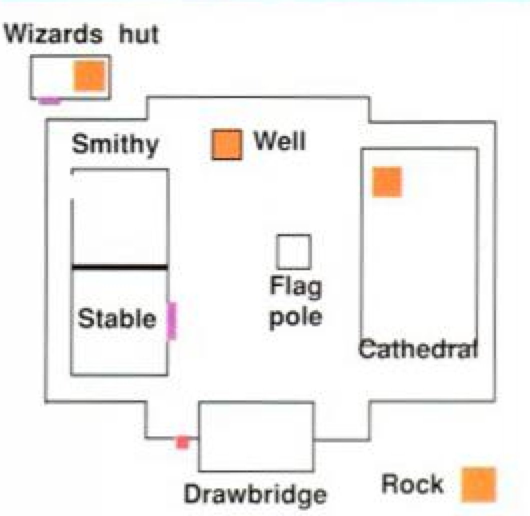
● Yikes – a dragon! Shoot it between the eyes massess of times and it *SHOULD* die...!



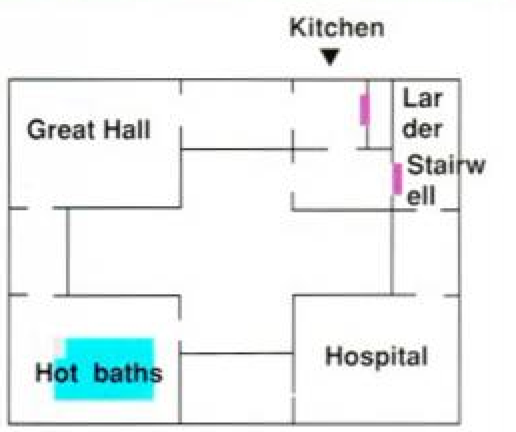
● Those sneaky little Freescapers thought they could catch you out with the old thin walkway trick, eh?

THE COMPLETE SOLUTION

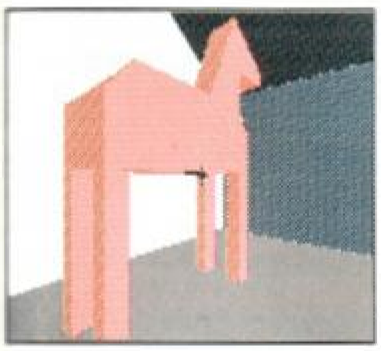
COURTYARD LAYOUT



GROUND FLOOR LEVEL



open the door to the SPIRIT'S ABODE. It's a good time to save the game before you enter as there are three spirits on the other side and they can really sap the strength if you don't kill them quickly.



● Stop horsing around and find that key!

Return to the BALLROOM and turn so you can see the doorway on the top ledge. Throw a rock into the doorway and wait to see the results. This is what is known in the trade as ROCK TRAVEL, because you'll find yourself transported to the PASSAGEWAY which leads to the BARRACKS on the top ledge. Do a U-turn to go back out onto the HIGH WALKWAY and go along the ledge, round the corner until a doorway appears. This is a CORRIDOR that leads to the KING'S SOLAR and JUNK ROOM. Go into the KING'S SOLAR and kill the spirit, then into the JUNK ROOM and kill the spook there too! Then look behind the bookcase like block. You'll find a gap that leads to a PASSAGEWAY that takes you into MAGISTER where there's the penultimate spirit to kill.

Make your way back the same you way you came going along the upper ledge of the BALLROOM and into the BARRACKS where the last

THINGS THAT GO *SCREEEEEEECHHH!* IN THE NIGHT...

The roving rescuer in *Castle Master* is forever finding spooks and monsters who seek to drain his strength. Sometimes they are awkward to spot, so to help avoid any unpleasant surprises, here's a quick guide to who's haunting where and what they look like.

- Bats (or they could be ravens) are small black triangles, and they are always found above floor level.
- Ghosts are the large slabs with eyes, and they hover two feet above the floor.
- Mice are the tricky ones. Very small and hard to spot, they're always on the floor. They appear as small cubes pyramids with a tail.

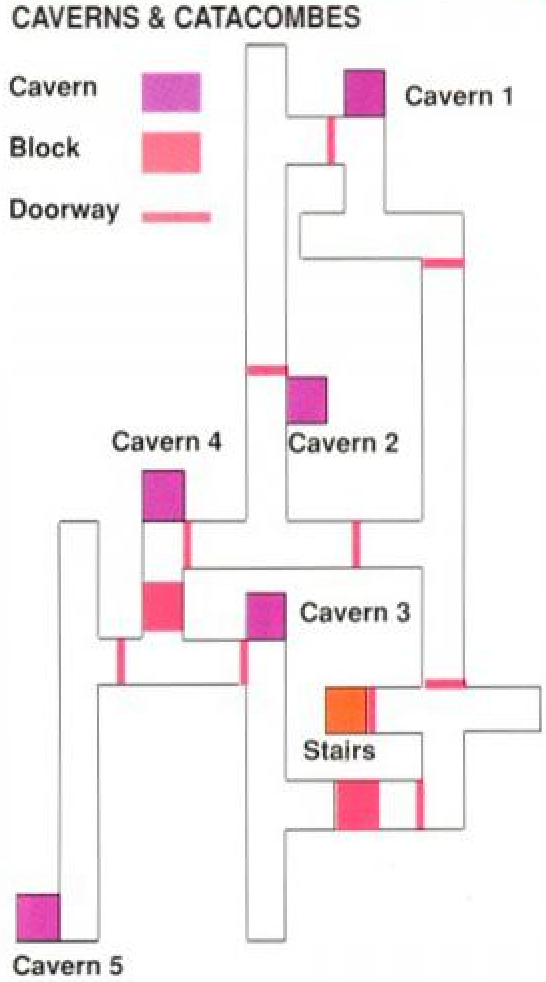
AA HEALTH WARNING: SPIRITS CAN SERIOUSLY DAMAGE HEALTH. KILL THEM QUICKLY!

They can be found at the following locations:

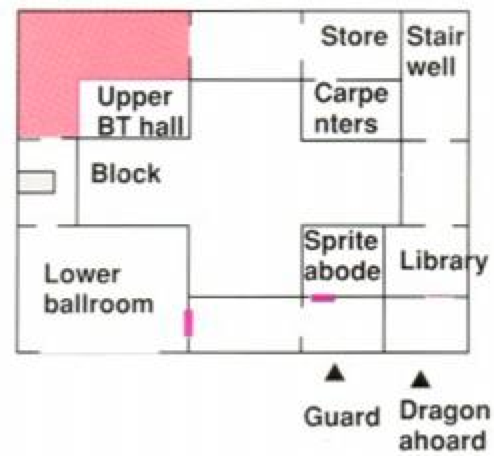
Flagpole = bat
Lobby = ghost
Hospital = bat
Kitchen = mouse
Hot Baths = bat
Great Hall = ghost
Caverns 1 - 5 = a ghost in each
Ballroom = ghost
Carpenters = mouse
Spirits Abode = mouse, bat and ghost
Barracks = bat
King's Solar = mouse
Magister = ghost

LEVEL & ROOM GUIDES

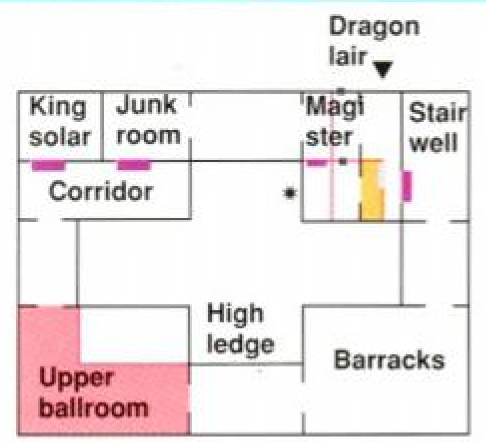
CAVERNS & CATACOMBES



FIRST FLOOR LEVEL

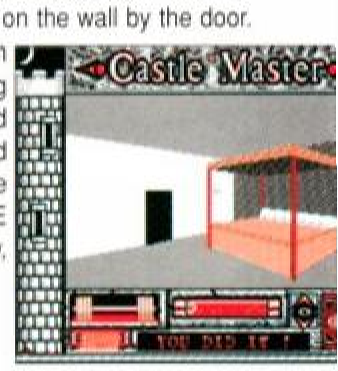


SECOND FLOOR LEVEL



spirit is waiting to be killed. Following its demise, go down the next passage into our old friend the STAIRWELL. Check strength and use any available means to get as near full as possible then save the current position. This is the last leg, so it would be a shame to be beaten now. Your SPIRIT LEVEL should be off the scale in your favour now, as all the ghosties are dead. If the bubble's not hard up against the left hand side you've missed one!

Go along the walkway (watch out for the STAIRWAY thinning, it can cause you to fall) and through the uppermost door leading to the DRAGON'S LAIR. This is not a nice place to hang around, so burst in and start firing. Keep throwing rocks, trying to hit it between the eyes and it will eventually die. Once this is done you can get into MAGISTER using the left hand door. Go over and action the switch on the wall facing you, then 'U' turn and action the switch on the wall by the door. The wall dividing the room will now disappear letting you reach the door marked CAPTIVE. Unlock it and enter to rescue the captive and earn the title CASTLE MASTER. Easy, really, wasn't it!



● Home and dry. You saved the captive and won the game!

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15th AND 16th SEPTEMBER

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ChildLine

Strider

Carl Surry (CSE) from Barnet has found a great cheat for STRIDER. On the title screen, press "Z" and "0" (zero) together, the border will flash. Then, whilst playing the game, press "H" to pause, SHIFT and "1" will advance you to the next stage. (but don't try to skip the end-of-level guardian – the game will crash). Also, SHIFT and "0" will restart the level you are on. Each time you use the cheat your lives and time are reset. Nice cheat, Carl, how's the newsletter going?

Pipe mania

Plumbing the depths of dispair with PIPE MANIA? If you don't happen to be into central heating then here are the passwords which will raise the level of play and help you keep your head above water – for a while: FINE, NEWS, FAIL, SAIL, ERIC, TAPE, SLOW and ACHE.



PIRATES

Microprose's game PIRATES has been around for some time, but I have never seen any playing tips for it – until now, that is. Sam Walker from Minchinhampton has spliced the mainbrace and run up the jolly roger to pirate this. Avast behind, Sam lad!

- Always choose fencing as skill, as losing fencing fights with the enemy will always end up with you in prison.
- Try to get extra ships as soon as possible. An ideal combination is a War Galleon (for power in battle), a Merchantsman (for cargo space), and a Pinnacle (for manoeuvrability and speed in light winds).
- In early stages, if a pirate ship is captured, always hold the pirate captain for ransom. In general, the pirate should be taken to the governor whose nationality is the same as the area where he was captured – i.e. if the pirate was captured in English waters, he should be taken to the English govenor.
- Try to amass a large crew – it is advantageous in battle. The only problems are the need for greater amounts of food, and the proportion of plunder is less. They tend to become angry more quickly if gold is on the short side.
- Look for enemy towns with no forts on the cities list, as these are very easy targets in battle.
- Some towns have a large amount of forts but few soldiers. These are best attacked on foot.
- Look for enemy towns that have been attacked by indians, as their attacks will decrease the soldiers' numbers.
- If a damaged ship is captured, the speed of your whole fleet will be slowed down. It might be best to plunder then sink her, rather than keep her.
- When fencing with an enemy having only a small number of men, choose a cutlass, as it does the greatest damage.
- If the men's morale decreases, they will start to desert at port. Remember that the crew attaches no value to ships, goods etc, just the amount of gold. Selling some ships or goods to get more gold will cheer them up.

MULTIFACE POKES

Ladies and gentlemen, here and now for your deliberation is a delightful deluge of multifacial divination, divulged this month by your own, your very own Aidan O'Loan of Martinstown, Stephen Troupe of Kings Lynn, Nicholas Irving of Farnham, Graham Smith of Street, Stephen Frackelton of Liverpool and Paul Stuart Williams of Worcester.

NAME		ADDRESS	POKE	EFFECT
R-Type	(t)	91E7	C9	Invulnerability
		91EF	00	Inf. lives
Karnov	(t)	40DB	00	Inf. lives
Nodes of Yesod	(t)	4EA7	00	Inf. lives
Scooby Doo	(t)	7A26	00	Inf. lives
Red Heat	(t)	9F13	00	Inf. energy
		95EC	A7	Inf. bullets
		867E	A7	Inf. lives
The Apprentice	(t)	919E	00	Inf. lives
		8978	00	Inf. lightning
Finders Keepers	(t)	20CE	00	Inf. lives
Yabba Dabba Doo	(t)	0AE0	A7	Inf. lives
Army Moves	(d)	0752	00	Inf. lives (1)
		0480	00	Inf. lives (2)
Licence to Kill	(t)	CEFF	No	No of lives
Sidearms		0686	FF	Lots of lives
Bionic Commandos		0EFB	FF	Lots of lives
Bigfoot	(t)	0601	00	Lots of lives
Turbo Outrun		1487	FF	255 credits
Psycho Pigs UXB		2418	7F	128 lives
Vixen		3514	A7	Inf. lives
Dragons Lair		25B7	A7	Inf. lives
Timescanner	(d)	1211	00	Inf. balls
Mega Apocalypse	(t)	01FF	00	Inf. lives
ATF		2C5A	FF	255 lives
Desolator		0819	FF	255 lives
Xevious		03F0	FF	255 lives
Future Knight		06A2	80	128 lives

THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, its worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

a) Load the game as normal.
b) Press the RED button on the MULTIFACE.
c) Press "T" for tool.
d) Press "*" to make sure you select the code.
e) Press "H" for HEXADECIMAL input.
f) Press "SPACE" for input.
g) Type in the ADDRESS (4 characters ie. 3A7C)
h) Type in the POKE (2 characters, i.e. A7)
i) Press "RETURN"
j) If there is more than one poke goto (f)
k) Press "ESC" back to the menu.
l) Press "R" return to the game.



AA SMALL ADS

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ORIGINAL program for flat/n hunt racing, not protected for you to change recent data and full listing £5. Pinpoints clearly best rated horse. Cheques/PO's to A. Vassallo, 14 Ipswich Road, Colchester, Essex, CO1 2YD.

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TRACKERBALL and software suits CPC464 etc. Software is on disc. Can be used as joystick without software. Only £15 o.n.o. Dave on (0635) 297701.

AMSTRAD 6128, colour monitor, TV receiver, joystick, £700 worth of disc games, including Chase HQ, Rainbow Island, Op. Thunderbolt, Batman, worth £1000+. Sell for £500 o.n.o. Tel: (0705) 382381. (Cosham).

CPC464 green screen monitor, over £200 worth of games, complete with printer £170. Tel: (0235) 81553.

DDI-1 disk drive, Protext, Rombo, Maxam 1.5 and Micro Music Creator. Also, Hackit firmware manual, loads of software, mags and books. Phone Matt on (0244) 535246 after 4.30pm weekdays, will split.

AMSTRAD CPC464 with colour monitor plus Citizen 120D, printer, Mini Office plus games software £200, Accountant Plus PC Business software by Sage. Offers. Tel: (0485) 600313 any time.

CPC464 colour monitor, £580 of software including OK Speech Synthesizer, 2 Lightpens, Graphics system, Mini Office and top titles - Batman Movie, mags, manual, dust cover, 2 joysticks, worth £830+ excellent at £250. Phone (0249) 656009.

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MP-2 modulator for CPC464 664 6128 £34 p&p included, Batman the Movie, Dr. Doom's Revenge, Operation Thunderbolt, for CPC disk machines. All new £10 each p&p included. Tel: (0934) 521786.

CPC464, mono monitor, games value £450, cassette holders, 21 issues Amstrad Action. Total worth £750, sell for £375. Phone Anthony, (Chelmsford) 357508 (evening).

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AMSTRAD magazines and games. Also Ace magazines. Phone Alex 081 669 9906 after 5.30pm for more details.

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MICROSCRIPT (Wordprocessing), Microspread (Spreadsheet), Micropen (Database). All are boxed, have informative manuals, and are on disc for CPM2.2 only. By Amsoft, good condition. For 464/6128, just £20! Telephone: Edward (0223) 62443.

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CPC6128 2nd drive, 2 Rom boxes, Maxam etc. Proms-RGE- Utopia, Rodos, Colour monitor, books, BCPL Adv. Art Studio, Stop Press, Amx Mouse, Joystick, Speech Box, own utilities, Rom, software, discs, disc wizard, printer, cass cable, AA mags, £500 o.n.o. Tommy, Wearside 5868936.

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AMSTRAD CPC464 and colour monitor, TV tuner, £300+ games, magazines, accessories, one year guarantee and much more £360 o.n.o. Joseph Nathan, 128 Dorset House, Gloucester Place, London, NW1 5AQ.

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CPC464 + colour monitor with joystick, stereo sound system, speech synthesizer, all AA's + other mags, and £1400 of software going for £300 o.n.o. Tel: Alistair Wearring, Milton Keynes, (0908) 670611 evenings & w/ends.

SPARES for your Amstrad: computer, printer, disc drive, monitor etc. Also monitors for sale: Send your request to: ITEC Services, 53 Ely Road, Cardiff, CF5 2JF. Enclose S.A.E. for reply.

SWIVEL. Fifty ball bouncing, bat swivelling, hair pulling, knee trembling, mind washing, tear jerking levels to complete. Send blank disc or tape + £2.00 to Rebus Software, 27 Fairfoot Road, Bow, London, E3 4EG.

Services

PROGRAMS listed £2.00. Colour mode 1 screen dumps £2.00. Problems solved (Basic/m/c etc) £2.00. P.O.'s and tape/disc to: D. Cooper, 15 Ellesmere Road, Cambridge, CB4 2HP.

NEW address for my helpline club and phone no. for enquiries (0344) 428053. Bards Tale beginners help, Avon, Scapeghost. Tested pokes UK life membership £10. Angela Allum, P.O. Box 116, Bracknell, Berks, RG12 4PQ.

AIRMAIL service to Europe and Australia, New Zealand. Helpline club for Bards Tale beginners, Avon, Scapeghost, Tested Pokes, listings. Write for details to: Angela Allum, P.O. Box 116, Bracknell, RG12 4PQ England.

Wanted

COLOUR monitor for CPC464. Phone Littlehampton (0903) 721079, answerphone anytime.

User Groups

ESTABISHED 1986, The United Amstrad User Group is going strong! Great magazine, free PD software, friendly help & advice. Send S.A.E. to: Tony Baker, 26 Uplands Crescent, Fareham, Hants, PO16 7JY.

Other

APPLY now. You are needed to start your own business. No experience needed, part/full time work available. Send S.A.E. now for details and application form. 32 Grange Road, Southport, Merseyside, PR9 9AB.

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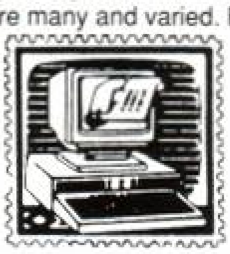
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Blitz can convert your BASIC programs into fast running machine code ar so help you to achieve a more professional product. Blitz is the fastest and most comprehensive BASIC compiler ever seen on the Amstrad CP and will transform your programs within a few minutes.

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An example of a typical speed expected is demonstrated by a graphics benchmark program called "Night Sky" which is used by a well known Z8 assembler to show the speed code it produces:-

BASIC 150 secs, PASCAL 22 secs, Blitz 15 secs, Z80 code 8 secs.

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Welcome back to the column that puts the P back into PD instead of taking the P out of it...

Having only recently moved into this Des Res column, I'm still a bit disorganised so heavy-in-depth type reviews will have to wait for a while.

Meanwhile I'm having a quick scan around all the new CPC Public Domain software that is being piled onto my desk. While I scan... carry on with the column!

News update

Last month I told you about a Public Domain Library that was selling some CP/M programs with titles such as CSAVE.COM, PIP.COM and even C10CPM3.COM. I pointed out that these titles were not PD and that dire consequences could ensue if Digital Research or Amstrad plc ever found out about it.

Well bless his cotton socks, Dee Geake, who runs DEE PD Supplies, has written in and confessed to his former crimes.

He swears it was an accident (honest guv, it really was) and apologises for his mistake – which has now been corrected.

He also says that he has written to Amstrad and Digital Research, telling them what happened and apologising.

Good on you, Dee, it's nice to see such honesty. I know that you haven't had a reply from either company yet but when you do get one I'd like to see a photocopy.

Dee's honesty and courage has earned him the prestigious and much coveted, "Lamb's first bit of free publicity in this column, so far" award. But then again he could still be in the running for the "Report him him to Maxwell and Database/Interactive" award (See the next section for more details.)

For more details of this library, send a large SAE to: **DEE PD SUPPLIES, 4 West Meads Road, Whitstable, Kent**.

Beware II

On a somewhat similar note, another word has reached my shell-like about a couple of PD libraries (I won't name them... yet.) distributing old *ACU* and CTW type-in programs.

Now once and for all, lads, these programs have *not* been released into the Public Domain (unlike *AA*'s type-ins), they are still under the copyright of Database- Interactive Publishing Ltd and also Maxwell Publications Ltd.

Once again, unless these programs come *off* these libraries' lists, a certain Cap'n Bob may come to learn of this (intentional or otherwise) piracy.

Amongst some of the other people who might be interested in suing you for outright copyright infringement are Jeff Walker, Rakesh Borara, Barry Wise, J Fox-Geen, David Hall, Alastair Scott, Alex Aird, both the Valentine twins, Uncle Clive Bellaby, Alan Tilling and last but not least Auntie John.

A word to the wise

This bit is for those of you who are either running CPC PD libraries or thinking of starting one up...

Unless you have express written permission from a magazine, it is seriously dangerous to assume that type-ins are automatically donated into the Public Domain realm.

You could be in BIG trouble if you start to pass on copyrighted programs. And I do mean BIG trouble. Publishing companies have a lot of motivation (and the necessary money) to take rip-off merchants to court, and the outcomes can be very unpleasant.

Even the large User Clubs, such as WACCI and UAUG, have been successful in stopping their non-PD programs and listings being duplicated elsewhere.

The good news is that, a few issues back, good old *AA* printed a little note to the effect that their type-ins COULD be used in the Public Domain, so that's considered to be written permission and you are covered. End lecture.

Great expectations

OK, now *Free for all* (i.e. little Moi) is back w[ith] a few tips on what to expect when you rece[ive] your first dose of PD...

For a start, the sheer quantity of progra[ms] available in the Public Domain can be a lit[tle] overwhelming to the first-time PD user.

You've probably sent off (and received) a[ny]thing from 20p to £1.50 for a catalogue a[nd] now your looking at a bewildering list of p[ro]gram titles. How do you know what to ord[er]? Should you choose by the length of the p[ro]gram (Wow 130K – it must be good!) or by [its] name? Perhaps the one with the .TXT su[ffix] must be a goodie?

The truth is that it's easy enough to p[ick] out the well known, big name, "tried-and- te[st]ed" programs but it can be a bit more diffic[ult] to judge how useful some of the more obscu[re] titles are, and whether you should both[er] ordering them.

My advice is to go ahead and order [as] many programs as your wallet allows, BUT [be] advised that there is an awful lot of (what c[an] only be described as) crud out there. I wish [I] had a penny for every version of LIFE, OTH[EL]LO, MENU or BASIC+ that I've seen. When y

POKING AROUND THE LIBRARIES

This is the section where we have a little wander around the country and I dish out some gratuitous plugs to all those people who have been brave enough (or daft enough) to start up CPC PD libraries.

A classic mistake?

Lee Ogley sent me a letter this month asking if I could give a little mention of his newly-formed Classic PD Software Library.

I certainly can, Lee, after all, promoting and encouraging the growth of the CPC PD scene is what *Free for all* is all about. Having said that, I do wish you'd sent a disk of your programs so I could have reviewed some of them.

Lee says that he supplies a cassette full of programs for 40p and a diskful for 50p. Sounds like a good deal to me, but, not having seen any of it, that's about all I can say at the moment.

Lee will send you a free catalogue if you send a SAE to: Classic PD Software Library, 22 Honeywell Place, Barnsley, South Yorkshire S71 1QB. If anyone gets a look at this seemingly marvellous collection of programs, drop me a line.

Small is beautiful

Chris Small sent me a lovely little letter which sai[d] lots of nice things about *Free for all* and my last column. Thank you for your kind words, Chris but [I] hate crawling letters so I am not going to publicise your Library at all...

...only kidding! Chris has set up the CS/DL Software Library (CS/DL stands for Chris Small/David Long) and has sent a disk that contains some of the programs that he and DL have written.

There is yet another version of (aaarrggh!) LIFE and of course (double argghhh!) another BASIC+ (so I'm tuppence richer already).

Chris asked me to review BASIC+ which, in hi[s] opinion, is the best program on the disk. I'd love t[o] oblige, Chris, but the truth is that I've seen so many variations on this particular theme over the years that I can't. I will, however, say that it adds 1[...] new commands to CPC BASIC and it works.

Once again, for more details, send an SAE to: The CS/DL Software Library, 110 Oxford Road, Moseley, Birmingham B13 9SQ.

come across your twentieth version of OTHELLO or your sixteenth font designer, remember that it didn't cost you as much as a commercial program.

And finally, please remember that the bulk of PD programs were written by that strange brand of humans commonly known as "Computer Enthusiasts" for other "Computer Enthusiasts" and therefore complete beginners to computing may find them a more then a little bit daunting.

However, if you are willing to 'have a go' and spend some (a lot of) time persevering and 'fiddling around' with a program, you are more than likely to reap considerable benefits and a deeper knowledge of your computer. I know, because I learnt this lesson with the CP/M program NEWSWEEP. All will be revealed in an *AA* coming to you soon...

Get in touch

If you are running a Public Domain Library, write to me here at the *Amstrad Action* office and tell me all about it. If you want me to review some of your library's programs (think about the free publicity) send them in on a 3-inch disc and I'll have a look. But (and this is a biggy BUT) if you want your disk returned please scribble your name and the return address clearly on the DISK label, not the case label (don't send me disc cases, they tend to get lost.)

WHERE TO GO

- WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a couple of quid to 9 South Close and you'll receive a smaple issue with the PD lists contained therein. But do it today, becuase the WACCI library is a CPC-specific library second to none in the UK.
- DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of the marvellous WIMP environment desktop reviewed last month, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk positively bulging with superior software.
- Got a cassette-based system, and feeling left out of the fun? Tough! No, no, don't shuffle away sulking. Send a blank cassette and 40 new pennies to Robot PD llbrary, 2 Trent Road, Oakham, Rutland LE15 6HF and you'll receive a tape jammed packed with goodies. If you're one of those retiring careful types who consider the idea of sending off *40p!* to an unknown address absolutely outrageous, you can send for a free catalogue by contacting the above address (at least include a stamped addressed envelope, huh?).
- The CP/M User Group, 72 Mill Lane, Hawley, Dartford DA2 7RZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.
- TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.
- Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE + blank disk will get you two sides of software. Write to Scull PD Library, 119 Laurel Drive, Greenhills, E Kilbride, Glasgow G75 9JG.
- The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.

DESERTED ISLAND DISKS

"Imagine that you were a castaway on a desert island with just your CPC for company, Caroline" Rod said to me the other day, "What ten PD programs would you choose to take with you and why?"

Well, the prospect of having to choose just ten programs from my large collection was a bit daunting but, four hours, eleven cups of coffee and three pencils later, I managed to whittle the choice down to ten.

Unfortunately most of them seem to be CP/M (yawn) offerings... but what the heck, I've learnt to love the dinosaur after all.

So here are my personal top-ten programs, with a short description of why I'd take them with me. Every month (starting next issue) I'll choose one or two of them to review in detail. When I've finished that I'll pick out another ten and do the same with them.

1) NEWSWEEP

This is THE CP/M file handling utility. You can use it to copy files, rename them, set user flags, view files and lastly squeeze and unsqueeze files for storage purposes.

Since I won't be able to pop down to my local computer store to buy some more 3-inch disks when I run out of disk space, this program will come in extra handy.

2) MEX

Modem EXecutive, the CP/M comms program with a command line. This means that file manipulation tasks can be carried out while the program is still running.

If this desert island has a telephone line then MEX will be the only way I'll be able to send this column in to Bath every month.

3) NULU

A CP/M NEWSWEEP look-alike, this is a Library Utility that allows individual programs to be grouped together and retrieved from one large file. The advantage of this is that if you frequently find that you have run out of directory space (as opposed to disk space) you can use NULU to gather all your little files under one single filename.

4) VDE266

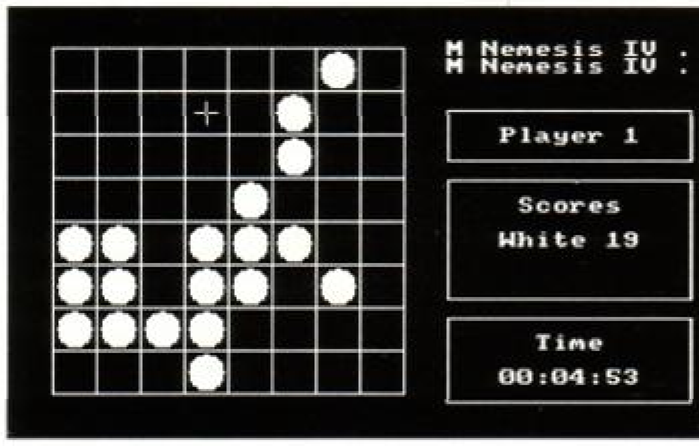
Since *Protext* isn't in the Public Domain (yet) I'll have to take this CP/M Word-Pro, *Wordstar* work-alike. It's fast, has a large text storage area and is very comprehensive. The chap who wrote it has now gone on to write a commercial MS/DOS version for the 'blue chip boys.'

5) SDUMP4

Not quite a PD prog, but very cheap. This is the best Screen Dump program I've used. Available only from WACCI. This dumps the screen to paper one line at a time using only a single pin. OK, this means it is slow, but it also means that the quality of the finished printout is excellent. Much better than some commercial screen dumps.

6) NEMESIS IV

Having said that "I've lost count of the number of versions of *Othello* that I've seen" (see Great Expectations) I must admit that I would take one of them along to my deserted island to help pass



● OK, I give in – I'd have at least one *Othello* clone on my desert island!

away the time. Nemesis IV (no relation to the CPC company of the same name, "Hi Colin!") is as good an implementation of the game as I've seen.

To date the only library that I've seen distributing this proggy is DEE PD (see 'News update') for more details.

7) THE MALIBU DEMOS

ROBOT PD has got hold of a range of beautiful (and I mean that) demos from across the channel (i.e. France). I'm taking all seven programs (OK it's cheating a little bit because they are composited onto one menu-driven program) onto my deserted island (see the 'WHERE TO GO' section for more details about ROBOT PD.)

8) INVOICER

Available only from WACCI. This is a very neat invoice generator program. Small businesses could shell out a lot more washers for a commercial version of this program. Very handy when demanding freelance cheques from *Amstrad Action.*

9) CLASSIC ADVENTURE

And it's back to CP/M for another bit of light entertainment. Sometimes known as *Colossal Caves,* this is the grand-daddy of all adventure games. I first played this adventure on Essex University's mainframe back in 1977.

This CP/M version is the closest thing to the original that I've ever seen – the playing area is huge. Suffice to say that in the six years that I've been wandering around this version, I've never found the way out.

10) AUNTIE JOHN'S SPACE INVADERS

As reviewed by Jerry Glenwright a few months back, it's not PD but it's very cheap. It's brilliant. Zap zap zap... Amazing graphics, incredible sound, a bloodbath of senseless, and totally mindless violence but incredibly addictive.

For me it invokes some marvellous and sensual memories of the summer of 1978 hmmm... but then... that's another story.

AA Buyers Guide

This is the place to find what software and hardware is available for your CPC. We list programs by category, and provide producer; phone number; price; issue in which the item was reviewed; and last but not least, a brief description of the program's features and, where appropriate, shortcomings.

But don't take our word for it: if you're in doubt read the original review before you splash out, and make sure by asking the person you're buying from that it meets your particular needs. Best of all is a try-out, if you can find a friend who has what you're thinking of buying.

WORD PROCESSING

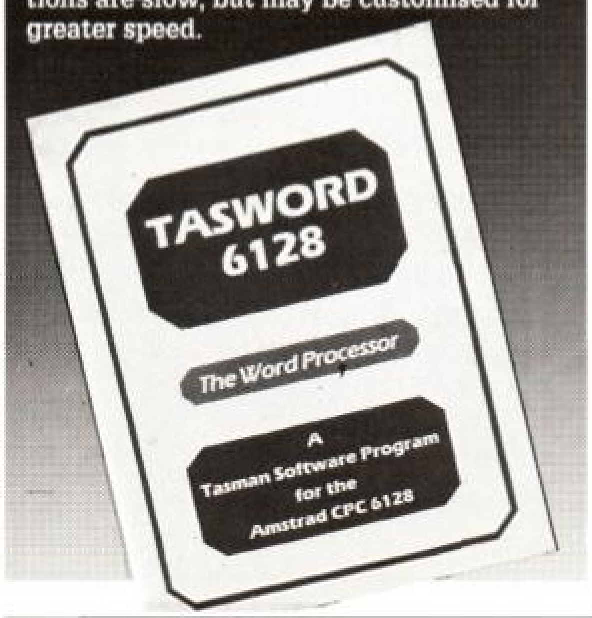
Brunword

Brunning Software ☎ 0245 252854
£30.00 (6128) disk, £25 (464) disk ● AA24
Complete word processor package with spelling checker, 30 000 word dictionary and card filing programme. Spell checker and dictionary loaded with the main programme. 40, 80 and 128 column screen modes and fast screen response. Tutotrial file makes learning the system easy.

Tasword

Tasman Software ☎ 0532 4388301
464, 464D, 6128, £19.95 tape, £24.95 disk ● AA1

464 is the tape based version (the same as Amsword). 464D has enhancements for a disk drive. 6128 makes full use of a 6128's extra memory. The latter pair include mailmerge facility. Easy to get to know: comprehensive help screens. Screen operations are slow, but may be customised for greater speed.



Protext

Arnor ☎ 0733 68909
£19.95 tape, £26.95 disk, £39.95 ROM ● AA3
Lightning fast on all tasks involving screen. True merging from separate files and disks to the cursor position is easy, and Protext supports standard CPC RSX's like DISC, TAPE, CAT etc. ROM version is excellent. Bad points: maximum file space limited to machine memory – about 22K on disk, 38K for the ROM version. As used by AA, if that's any recommendation (don't answer that).

PRINTERS

Manufacturers' recommended retail prices are listed as guidelines, but heavy discounts are offered by retailers. Printers require an additional lead for connection to the CPC. You'll need an Amsoft PL-1, which should be available from your local computer stockist.

Citizen 120D

☎ 0800 282692
£199 + VAT ● AA43
Dimensions: 3.7 kgs, and 370mm x 90mm x 238mm. Draft quality is 'dotty,' and poor, but NLQ is sharp and simple. A quiet beast, with cable to the computer connected on the side. Manual includes a complete written breakdown of all the printer control commands, and their effects.

Panasonic KXP1081

☎ 0753 73181
£219 +VAT ● AA29
Similar to DMP2000/2160: chunky, 9 pins, 10 inch carriage and compatible with Epson codes. Thorough A4 manual, good NLQ mode – better than DMP – and condensed, draft and NLQ modes.



Mannesmann Tally MT81

☎ 0734 788711
£149 + VAT ● AA43
Dimensions: 70mm x 100mm x 265mm; weight, 4.5 kgs. Prints Epson and IBM graphics. Draft mode print quality is good: square printhead pins put ink onto greater areas. The printed output is more ornate than the Citizen. Manual is superb, but falls down in failing to explain control codes: for that you have to buy the applications manual. Certainly a very good buy.

Star LC-10

☎ 0494 471111
£199/259 + VAT ● AA32
First price is for standard dot matrix printer. Fonts selected by button, rather than typing in fiddly control code. Second price is for relativel inexpensive colour model. Uses multi-colour rib bon to produce different mixes, though there ar currently no commercial programs to take advantage of this capability.

Star LC-10

☎ 0494 471111
£199/259 + VAT ● AA32
First price is for standard dot matrix printer. Fonts selected by button, rather than typing in fiddly control code. Second price is for relativel inexpensive colour model. Uses multi-colour ribbon to produce different mixes, though there are currently few commercial programs which can take advantage of this capability.

INTERGRATED PACKAGES

Info-Script

Brunning ☎ 0245 252854
£50 disk ● 128K only ● AA35
Billed as the "complete database with word-pro cessor and spelling checker," it's best with 256K. Well set up, easy to use and allows for changes in layout and content. Recently 'supercharged'.

Mini Office II

Database ☎ 0625 878888
£14.95 tape, £19.95 disk ● AA6



Astonishingly cheap word processor, database, spreadsheet, graphics, comms and label printer all-in-one, it's continued to sell, and sell, and sell... Not full specification, but at this price who's complaining?

Protext Filer/Office

Arnor ☎ 0733 68909
£24.95/£34.95 disk ● AA34
Database that works comfortably with Protext, has powerful sorting options and comprehensive invoice printer. Can be slow, but good value.

EDUCATIONAL PROGRAMS

Amstrad Selection

Fernleaf Education ☎ 0474 359037
£25.95 disk/tape ● AA32
For age range 7 to 12+: Seven programs – including Fletcher's Castle, Market Stall, The Perfume Hunter, The Raiders, Ferry Captain, Treasure, and Thorn Sea.

Arc Master Pack Plus

Arc Education ☎ 0472 812226
£48 disk ● AA32
A massive pack of 90 programs: Junior; Primary; a parent/child adventure; DR Logo anc word games. Each set available at £10 tape anc £12.50 disk. Well presented with good graphics reasonable musical ditties and plenty of options

Kosmos

Kosmos* ☎ *05255 3942
£9.95 tape, £13.95 disk ● AA32
Answer Back Junior Quiz lets you either answer the question; make a choice from a number of options; or say whether something is true or false. There's also Factfile 500, sets of additional questions for the program: arithmetic, spelling, sport and natural history.

The other range from Kosmos: vocabulary tutors in French, Spanish, German and Italian.

Funschool 2

Database Software ☎ 0625 878888
£9.95 tape, £14.95 disk
● AA43



So rare is it that educational software gets into the charts that it made the news pages of the weekly computer press. Actually there are three great packages here: under sixes, six to eights and over eights.

Play School

School Software* ☎ *010 353 6149477
£9.95 tape, £14.95 disk ● AA32
Six different utilities including Counting, Find It, Paintbox, Shapes, Match-up and How Much? Paintbox is the best. Other programs in the range are also worth a look, including Biology, Chemistry and Physics for older students.

Wordhang

Bourne Education* ☎ *0794 523301
£9.95 tape; £14.95 disk ● AA32
One of Bourne's range of ten programs. Others include Happy Letters, Numbers and Writing (all Infant); Timeman One/Two and Map Rally (all Junior); and the excellent Chemistry and Physics Revision (Senior).

Buyers Guide BUSINESS / ACCOUNTS

Protext Office

Arnor* ☎ *0733 68909
£34.95 ● CPM+, 6128 only ● AA34
Requires Protext and Promerge to run. Information inputted using Protext. Mail merge templates included, and very well implemented invoice printing feature. A genuinely useful business system.

SD Microsystems range

SD Microsystems* ☎ *0462 422897
General Ledger ● £19.95 ● AA32 Souped up 6128 version £29.95
Small Traders Pack/Invoicer ● £29.95 ● AA26
Stock Accounting System ● £39.95 ● 6128 only ● AA32
SD Microsystems have a range of quality small business systems. Consult original reviews for in-depth explanations of what each does and how it differs from the others – or better still, ring them and ask.

Buyers Guide DATABASES

Masterfile III

Campbell Systems* ☎ *0378 77762
£39.95 CPM + ● AA30
With parent/child records – enabling tying together of records, saving space and time. Screen layouts and reports menu selected; not for faint hearts, but good results.

AtLast Plus

Rational Solutions
☎ 056681 511
£39.95 ● CPM+, 128k machines only
● AA30



Powerful: developed into user's requirements. Data capacity restricted only by disk size, and splitting fields into smaller elements possible. Printed output impressive. Beefy processing.

Random Access Database

Minerva Systems* ☎ *0392 437756
£29.95 disk ● AA6
40 or 80 column screen. Good mathematical and string operations . Random disk accessing gives speed and power.
l See also Info-Script in '4. Integrated Packages'

Buyers Guide SPREADSHEETS

Mastercalc 128

Campbell Systems* ☎ *0378 77762
£33 disk ● 128K machines ● AA4
Can show two parts of spreadsheet at once. Includes notepad and calculator. Easy to use, but the mathematical formulae can only consist of the four basic arithmetic options. Slows down as more data is entered.

Matrix

Audiogenic Software* ☎ *081 861 1166
£29.95 tape, £34.95 disk ● AA18
Uses disk to store data – so good capacity on the plus side, poor speed on the minus side. Graphic options excellent. Onscreen prompts rare, making it hard at first. Calculating power good.

Supercalc II

Amsoft/Sorcim* ☎ *0277 230222
£49.95 CPM + ● AA4
First class documentation. Calculations can be determinative – performed on whether or not cell's contents match given value. Excellent help prompts and arithmetic functions.

Cracker

Newstar Software* ☎ *245 265017
£49.00 disk CPM + ● AA9
Spreadsheets must be created from scratch. Documentation good, command sequences soon learned. Mathematical functions well done, with random numbers catered for. Files limited to 17K – and formulae programming not well implemented.

Buyers Guide SOUND

Amdrum

Cheetah* ☎ *0222 555525
£34.95 ● AA13
Digital drum machine. Editor comprehensive. Not Midi compatible: to hear output you plug it into amplifier.

DHCP Midi Interface

DHCP* ☎ *0440 61207
£69.95 interface, £34.95+ disk s'ware ● AA33
DHCP produce Midi software for various Midi interfaces for CPC, which are incompatible with each other.

Midi Interface

Silicon Systems* ☎ *061 848 8959
£59.95 interface, £59.95 software ● AA26
Useless alone, but software you can use with it – DX7, FB01, MT32, D50 and CZ101 – is diverse. Software prices vary, and lack presentation of EMR sequencer. High performance.

Miditrack Performer

EMR* ☎ *0702 335747
£49.95 interface, £79.90/£89.90 tape/disk s'ware ● AA13
Midi interface plus sequencing software to drive Midi equipped instruments. Records each instrument then plays them all at once. Onscreen layout similar to multi-track recorder. Excellent.

Ram Music Machine

RAM Electronics (Datel)* ☎ *782 744707
£49.99 tape, £59.99 disk ● AA17
All in one music package: Midi interface, sound sampler and music editor. Sampler can handle one sample of just over a second. Midi controller software and music editor comprehensive. No through port, though, so 464 users must use tape version. And you can't edit live played Midi compositions.

Sound Blaster

Siren Software* ☎ *061 228 1831
£34.99 ● AA23
Amplifier and pair of loudspeakers that plug into CPC for maximum 2 watts sound effects.

Foundation Step-Time Sequencer

Foundation Software* ☎ *0252 543945
£34.95 disk
Quite simply the only step-time sequencer you can buy for your CPC.

Buyers Guide VISION

Advanced Art Studio

EEC ☎ 0753 888866
£24.95 disk ● AA21



Recently revitalised, this is the user-friendly, best and most powerful art package: works in all three modes. Can cycle through inks, and cut and paste different areas, transformations and reflections. Fill routines in coloured patterns needs 128k memory. Available as a standard version for £15.95.

AMX Art

Database* ☎ *0625 878888
£69.95 disk (includes mouse) ● AA7
User friendly, if little unsophisticated compared

to Advanced Art Studio, but mouse helps greatly. Colour, spraycans, textures, circles and host of other features.

Cherry Paint

Siren Software* ☎ *061 228 1831
£9.99 disk ● AA20
WIMP controlled – ie mouse moves pointer to various icons to pull-down menus. B/W mode 2 only, but fun. Curves are difficult, but this is a bargain.

CRL Image System

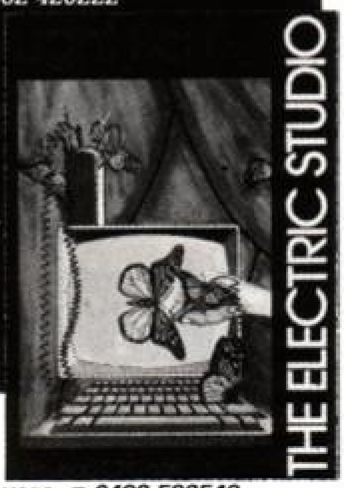
CRL* ☎ *01 533 2918
£19.95 tape, 24.95 disk ● AA12
Boasts range of picture manipulations and distortions, but lacks art options. Best on finished pictures – like a mini Quantel box.

DART Scanner

Dart Electronics* ☎ *0502 513707
£79.95 ● AA22
Attach reading device to your DMP2000, 3000 or 3160. Feed in picture to printer: device reads in picture as B/W image. Quality onscreen isn't amazing, but it works and it's fun.

Electric Studio Light Pen

Electric Studio ☎ 0462 420222
£19.95 cass, £29.95 disk ● AA1
Excellent drawing software, including rubber-banding shapes and lines, filling areas, spray-can etc. Accepts software written for it.



The Informer

Treasure Island Software* ☎ *0492 593549
£29 disk ● AA33
For creating animated displays, suitable for classroom and shop window: takes text, graphics and animated displays and produces slide show. Works best, but not only, with Parrotry Plus (see below).

Parrotry Plus

Treasure Island Software* ☎ *0492 593549
£19.95 disk● AA30
Rather than lots of effects used anywhere and at any time, Parrotry Plus 'remembers' every alteration and plays through the list to create animation. Note: can't dump pictures to printer without external program.

Vidi Digitizer

Rombo Productions* ☎ *0506 414631
£89.95 ● AA15
Grabs picture from video recorder or camera and puts it on CPC screen, allowing you to alter it with an art package. Easy to use. Software on tape, disk or ROM includes superb printer dump routine.

Buyers Guide DESK TOP PUBLISHING

AMX STOP PRESS

Database* ☎ *0625 878888
£79.95 disk. 128K only
The Desk Top Publishing package for the CPC. Expensive but the price includes a mouse. A very powerful package that offers features that you'd find on many of the vastly more expensive Apple Macintosh DTP packages. If you're serious about DTP then consider no other.

Page Publisher

SD Microsystems* ☎ *0462 422897
£24.95 disk £19.95 tape 128K only AA45
If you can't afford *Stop Press*, then *Page Publisher* is the second best option. Quicker and easier to use than *Stop Press*, but has fewer features. The package to use for DTP on a budget.

Buyers Guide UTILITES

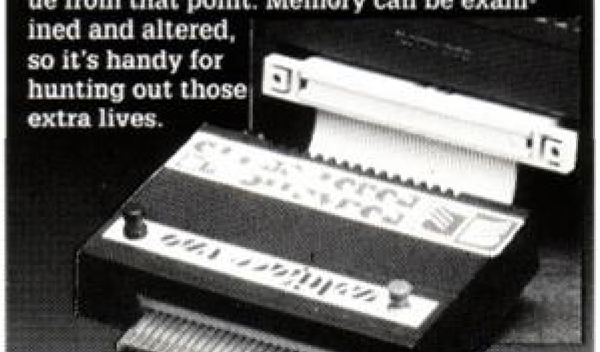
The utilities in this section that offer the facility of BACKING UP disks and files should be used only for that purpose. They are not designed to be used to pirate software, and anyone who uses these products for that purpose is breaking the law.

Nirvana

Goldmark Systems* ☎ *0707 271529
£15 disk, £26 ROM AA51
Excellent disk utility that allows you to copy files and disks with ease. Uses all the computers memory to minimise disk swapping. Includes disk editor and powerful archiving software that allows you to back up entire disks to tape - rather like a tape streamer on business computers. Once you have used Nirvana then you'll never go back to using CP/M to copy files again!

Multiface II

Romantic Robot ☎ 01 200 8870 ● £47.95
Extremely popular dongle that allows you to freeze software in its tracks. You can save entire memory to disk or tape. Very useful for cheats - you can save a game when you finish a level and always continue from that point. Memory can be examined and altered, so it's handy for hunting out those extra lives.



Hackitt

Siren Software* ☎ *061 228 1831
£34.99 ● AA52
Similar in operation to the Multiface, but aimed at the more dedicated hacker. Has a built in mini assembler and lots of useful hacking utilities. Not really suitable for the novice as a working knowledge of machine code is required.

RSX-LIB

Smogware Systems* ☎ *0603 749132
£19.95 disk ● AA51
A neat piece of software that allows you to compile a library of RSXs from machine code routines. It can re-locate machine code and automatically set up RSX tables, making it ideal for compiling custom designed extended BASICs.

Buyers Guide JOYSTICKS

Speedking

Konix* ☎ *0495 350101 ● £ 11.95
Strangely shaped joystick moulded to fit in your hand. People tend to be polarized in their opinions about this one - they either love it or hate it. Design makes it not much use for left handed people.

Competition Pro

Dynamics* ☎ *061 626 7222
● £14.95, £15.95
Old favorite joystick which many people favou Sturdy and well built microswitch design that will out-last years of waggling. Trendy see-through version available for a pound extra.

Navigator

Konix* ☎ *0495 35010 ● £14.99
Handheld joystick that follows Konix's usual strange design convention. The stick is held a the bottom with the control lever on top. Comfortable, once you get used to it.

Quickshot Turbo

Spectravideo* ☎ *0235 555455 ● £10.95
The best of the 'Aircraft' style joysticks. The fi button is on the 'yoke' itself, making it a favourite for shoot 'em ups. At its best when used stuck to a desk with its suction pads.

Buyers Guide COMMS

Micronet starter pack.

☎ 0800 200 700 ● £138
Contains all you need to get started in comms including a years subscription to Micronet. Th Modem is a very basic model, but the overall package is great value for money.

Pace Linnet

☎ 0274 488211 ● £174.80
Medium priced Hayes compatible modem that offers good features at a reasonable price. Supports the V21 and V23 standards, which should cater for most peoples needs.

Amstrad SM2400

☎ 0279 454555 ● £286.35
Expensive, but everything that you're ever lik to need in a modem. Auto-everything, support ing V21/22/22bis/23 baud rates and both puls and tone dialing, this hayes compatible mode is a top notch product.

Buyers Guide DISK DRIVES

DD-1

Amstrad* ☎ *0279 454555 ● £149.95
Essential for 464 owners who want to upgrad to using a disk system. The package includes interface that contains the disk operating system, and an FD-1 Disk drive.

FD-1

Amstrad* ☎ *0279 454555 ● £99.95
Second 3 inch drive to add to your system. Tw drives are more convenient for data transfer between disks, and improve the user-friendliness of certain programs.

3.5 inch second drive

Siren Software* ☎ *061 228 1831
● £109.99 - £119.99
High capacity second drive that can store 800K of data on a single 3.5 inch disk.
Owners of the 464 must already have a DD- in order for it to work on their machine. Th standard disk operating system cannot mal full use of the extra capacity of the drive, a an extended operating system is needed. The price depends on whether the new DC is on Disc or ROM, the latter, naturally, bein the more expensive.

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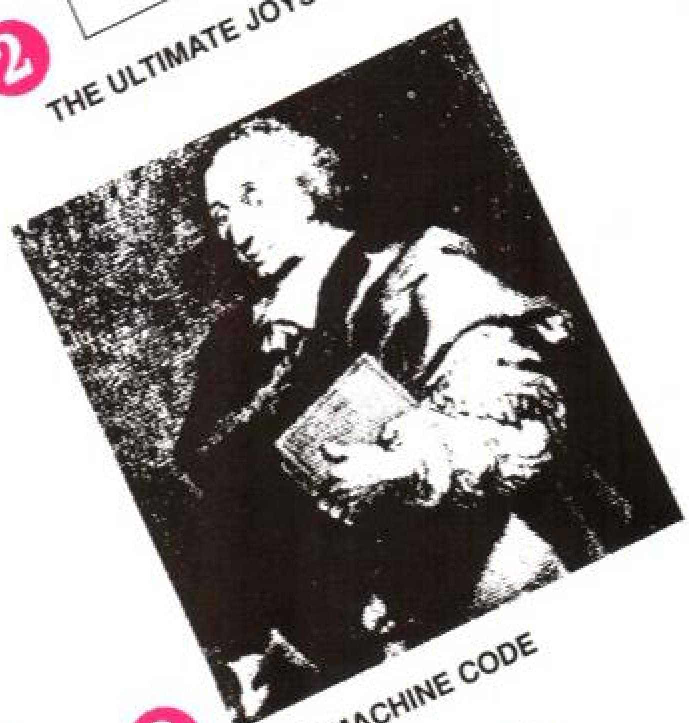
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2 THE ULTIMATE JOYSTICK

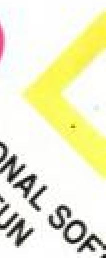


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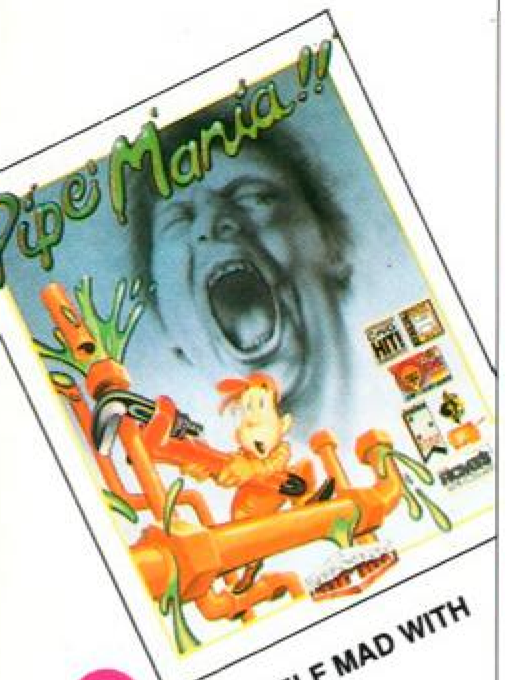


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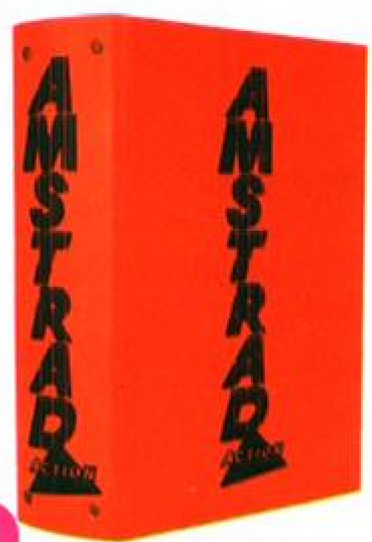


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Essential for CPC464 owners who want to upgrade to using a disk system. Complete with interface .

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EXCELLENT VALUE

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Cruiser joystick	£9.99	AA61

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If BASIC is too basic, but machine code muddles you then try *Pascal80* from HiSoft. *"It's a gem"* **Adam Waring**

SAVE £10

Description	Price	Order
Pascal80	£39.95	AA61

4 SPRITES ALIVE Glenco

For programmers on the CPC. This latest version comes complete with compiler to 'turbocharge' your programs.
(Disk only)

SAVE £5

Description	Price	Order
Sprites Alive	£24.95	AA62

5 E-MOTION US Gold

Enter the world of molecule tugging and towing and face the hard challenge of level 50. You have been warned!
"E-Motion is A-Mazing" Trenton Webb.

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Description	Price	Order
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Take *Turrican* into battle in this full-blooded shoot-out game. A massive game to keep you going for a very long time.

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If you're serious about DTP then consider no other. Powerful features and a superb mouse make it excellent value for money.

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Keep your valued *Amstrad Action* magazine collection together in this bright red binder.

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AAFTERTHOUGHT

Not complete rubbish. We had to leave some out

Today, friends, is one of the saddest in *Amstrad Action*'s history. Why? We'll tell you why. Trenton Webb, *AA*'s cuddly psychopath and housewives' favourite, has left us. Time waits for no man, especially psychotic nutters, and Trenton (Mr Webb to his friends) has moved onto sister magazine *Amoeba Format* (or something like that).

Trenton enjoyed a long and colourful career at *Amstrad Action*, impressing us all with his dedication to gamesplaying, fast cars and foul-smelling Gauloises. He will be long-remembered as a man whose idea of pleasant relaxation was charging headlong through the Warminster woods with a loaded (paint) gun, shouting a lot and generally shooting things.

So what sort of man could possible fill Trenton's shoes? (Yuk!) Well, *AA* is proud to introduce James Leach, an ex-Spectrum owner (but we can't hold that against him), manic games player and professional wit (part-time). James got the job partly due to his immense natural charm, partly because of his huge experience and natural writing ability and partly because of the 5lb claw hammer he held-poised above Rod's head yesterday afternoon.

Welcome James!



● James Leach, seen here shortly after that unfortunate business in Folkestone.

MORE LUCKY COMPO WINNERS!

Right, now then. First of all there's the *Sprites Alive* compo from *AA57*. Five lucky readers each win a copy of Glenco's new, brill, *Sprites Alive + Compiler*. They are: G Floodgate, Braintree; Andrew Learoyd, Leeds; Dennis Cannell, New Zealand (!); David Hall, Manchester; Peter Donaldson, Hartlepool. Well done, your prizes are on their way.

Towering stupidity

...And from the same issue we have a winner for the *Towering Inferno* compo. Basically, we invited people to conjour up a reason for the *AA* offices being so hot. This is what Stephen Laurie of Upper Boddington wrote:

"The heat in the *AA* offices is due to XTSTHCBLDZ, the evil demon of Armageddon, hellfire and minor sneezing fits, who has been tolc that *AA* is the thing which many CPC owners' live: depend upon, so he has summoned the four rider: of Frinton-on-Sea (Deaf, Worrr, Plaque and Feminine) to melt the source of *AA*, thereby bringing the world into a new age of darkness and despair, to be populated by larches and small unnamed pink birds, with humanity cast into slavery."

Thanks, Stephen, that was complete and utter rubbish. We loved it.

CHEAT MODE LISTINGS

– the full story!

Well, it's like this.

The *Castle Master* and *Airborne Ranger* listings have some very peculiar characters in them here and there. Two peculiar characters, to be precise.

One of them looks like this: _
(Horrible, isn't it?)

The other one looks like this: |
(Good grief, I thought the *last* one was horrible...!)

Basically, you can still make the listings work by replacing both of these nasty characters with quote marks: "

I know it's a bit grotty and all that, so if enough people write in we'll print those listings again.

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Dear Newsagent,
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